



£1.99 IR £1.99

THE OFFICIAL

STAR TREK®

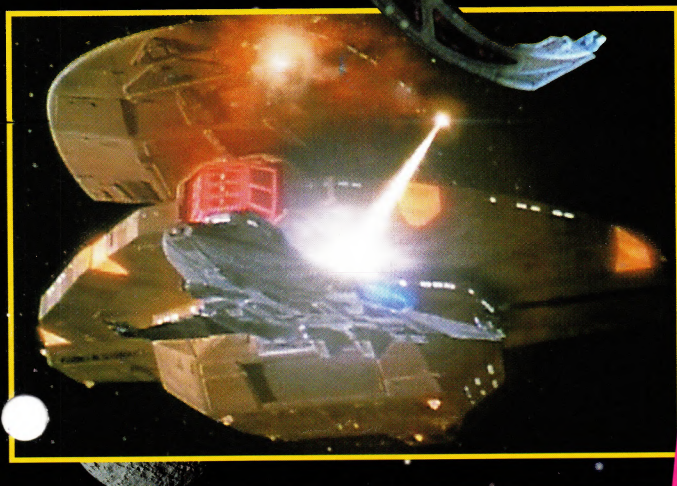
FACT FILES

7



Lwaxana Troi
Looking for love

Fighting Cloaked
Invisible enemies



DEEP SPACE NINE
The Federation's Furthest Outpost



Medical Tricorders
Miracle of science

The Maquis
Terrorists or freedom fighters?

Khan Noonien Singh
Superhuman madman

ISSN 1364-3983



9 771364 398003



THE OFFICIAL STAR TREK[®] FACT FILES



CONTENTS: PART 7

The Guide to the STAR TREK Galaxy

CARDASSIA and the FEDERATION
The Culture of the MAQUIS

FEDERATION STARFLEET

DEEP SPACE NINE: Introduction
U.S.S. RELIANT

Non-FEDERATION Starships

Fighting Cloaked: Tactics
ROMULAN BIRD-OF-PREY

Personnel Files

LWAXANA TROI and Love Aboard the
ENTERPRISE
KHAN NOONIEN SINGH

Equipment & Technology

MEDICAL TRICORDERS

Starship Log

STAR TREK – 'The Man Trap'/'The Naked Time'
STAR TREK: VOYAGER – 'Phage'/'The Cloud'
STAR TREK GENERATIONS – Part 4

A-Z Access Point

Your continuing alphabetical reference source

COMING
NEXT WEEK:



The Guide to the STAR TREK Galaxy

UNITED FEDERATION OF PLANETS
The STAR TREK Timeline (Parts 7 & 8)
BAJOR and Religion

FEDERATION STARFLEET

The KOBAYASHI MARU
TEN-FORWARD

Non-FEDERATION Starships

PAKLED Vessels

Personnel Files

QUARK and the Second Sex
BELE and LOKAI

Equipment & Technology

PATTERN ENHANCERS

Starship Log

STAR TREK; THE NEXT GENERATION –
'Relics'/'Schisms'
STAR TREK: DEEP SPACE NINE –
'Defiant'/'Fascination'
STAR TREK GENERATIONS – Part 5

A-Z Access Point

Your continuing alphabetical reference source

CUSTOMER SERVICES

UK AND EIRE

COLLECTING YOUR MAGAZINES

WEEKLY FROM YOUR NEWSAGENT Your local newsagent will be happy to take your regular weekly order for *The STAR TREK Fact Files*, so don't miss out – place an order today.

SUBSCRIPTIONS See early issues for details of our special offers. If you have any questions, ring our Customer Services: 01424 758 303.

BACK NUMBERS Missing a copy? To ensure that your collection is complete, use our back numbers service. Each issue will cost £1.99. **POSTAGE IS FREE.** (For issues with a free binder, please add £1.00 to cover postage and packing.)
HOW TO ORDER Orders should be sent to:

The STAR TREK Fact Files
Woodgate (Fabbri) Ltd, PO Box 1, Hastings TN35 4TJ

Please make your cheques/postal orders payable to Woodgate (Fabbri) Ltd.

Credit card orders can be given by phone on 01424 758 303.

CUSTOMER QUERIES If you have any queries regarding your collection, please telephone us on 01424 758 303

OVERSEAS MARKETS

BACK NUMBERS If you require any back issues, ask your local newsagent or write to these addresses:

Australia: *The STAR TREK Fact Files*, Gordon & Gotch Ltd, PO Box 290, Burwood, VIC 3125 (Please enclose payment of the cover price plus A\$1 per pack p & h). Tel: (03) 9805 1700.

New Zealand: Contact Gordon & Gotch (NZ) Ltd, PO Box 5884, Auckland.

South Africa: *The STAR TREK Fact Files* Back Numbers Department, Republican News Agency, PO Box 16034, Doornfontein 2028. Please add 2 Rand per pack p & h. Tel: (011) 477 7391.

Malta: Back numbers are available through your local newsagent.

TM, ® & © 1997 Paramount Pictures. All rights reserved. STAR TREK and related marks are trademarks of Paramount Pictures. Fabbri Publishing Ltd. authorized user.

Published by Fabbri Publishing Ltd.
Elme House
133 Long Acre
London WC2E 9AW

Produced by Aerospace Publishing Ltd.
179 Dalling Road
London W6 0ES

This publication may not be reproduced in whole or in part by any means without the prior permission of Paramount Pictures. All rights reserved. This publication may not be lent, resold, hired out or otherwise disposed of by way of trade at more than the recommended selling price shown on the cover, or in a mutilated condition.

ALL PHOTOGRAPHS © PARAMOUNT PICTURES

Creative Director: Stan Morse
Managing Editor: Trisha Palmer
Art Director: Rob Garrard

Editors: Jennifer Cole, Ben Robinson
Design: Sharon Wallis, Martin Ritchie
Artists: Rob Garrard, Peter Harper, Studio Liddell, Stuart Wagland

Colour reproduction by Bright Arts Graphics (S) Pte Ltd
Printed in Great Britain by Southernprint Ltd & Colorgraphic Ltd

Trade distribution by DDL (Tel. 0171-221 8855)

COORDINATING EDITORS, LOS ANGELES:
Amanda Morris Conti, Michael M. Conti

PHOTO EDITOR, LOS ANGELES: Larry Nemecek

CONSULTANT EDITOR: Tim Gaskill

AUTHORS: Jennifer Cole, Amanda Conti, Kathe Conti, Michael Conti, Jonathan Freund, Mel Gilden, Ted Pedersen, Beth Slick, Gabrielle Stanton & Harry Werksman

RESEARCHERS: Peri Doslu, Jonathan Freund
SPECIAL THANKS TO: Michael & Denise Okuda & Rick Sternbach



THE
CARDASSIAN
UNION

The Guide to the STAR TREK Galaxy

FILE 13

CARD 4



THE
CARDASSIAN
UNION

CARDASSIA & THE FEDERATION

Despite the bitter truce achieved in 2366, and the peace treaty of the following year, relations between the **Cardassian Union** and the **Federation** remain problematic. **Starfleet Captains** and **Cardassian Guls** often find themselves in hostile situations.

The historic peace treaty, signed between the **United Federation of Planets** and the **Cardassian Union** in 2367, has so far failed to completely end hostilities between the two sides. Accusations of spying from the Federation, unrest in the **Demilitarized Zone** between Federation and Cardassian space, and

the continued activities of the **Maquis** – considered outlaws by both sides – conspire to keep everyone on their toes.

A strange kind of peace

On Stardate 44429.6, less than a year after the negotiation of the peace treaty, **Gul Macet** of the **Trager** and **Captain Picard** of the **U.S.S. Enterprise NCC-1701-D** watch in

horror as the **U.S.S. Phoenix**, commanded by the renegade **Captain Benjamin Maxwell**, destroys Cardassian ships in a revenge attack; Maxwell's family were killed during the **Cardassian Wars**. Although the Cardassians know Maxwell is acting independently, his actions do nothing to help already strained relations.

The following year the



CARDASSIAN FRIENDS?

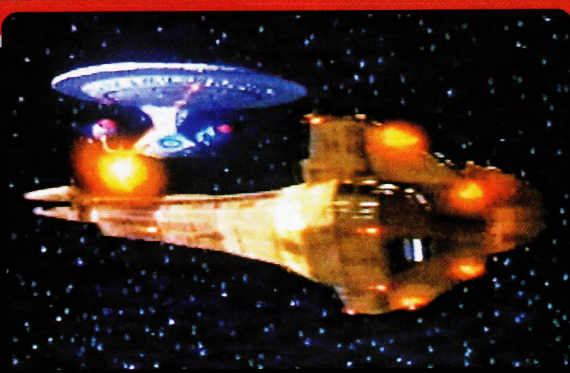
Familiar face

Gul Dukat is the most familiar Cardassian face to the Federation, through his dealings with **Captain Benjamin Sisko** of **Deep Space Nine** – formerly the Cardassian mining station **Terok Nor**. The pair meet for the first time in 2369 when Dukat, the wily last Prefect of **Terok Nor** during the Bajoran occupation, offers Sisko his cooperation in the transition of the station from a Cardassian to a Federation base. Given

his background, Gul Dukat is always met with a certain amount of skepticism, especially by Sisko's first officer, **Kira Nerys**, a former Bajoran terrorist. However, he eventually finds friends and allies amongst the **Deep Space Nine** Crew.

Uneasy allies

Although neither Gul Dukat nor **Captain Benjamin Sisko** would describe the other as a good friend, they nonetheless often find themselves working together.



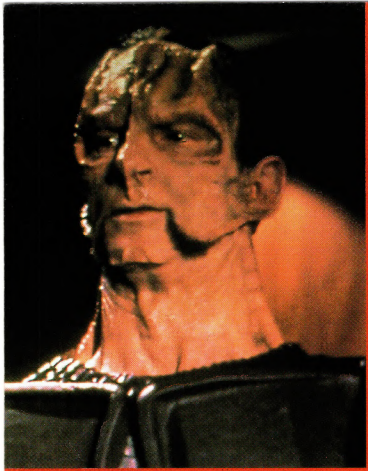
Savior

Gul Lemec plays hardball with **Captain Jellico** after **Picard's** capture at **Minos Corva**, but later calls off **Gul Madred's** extreme interrogation.

Confrontations continue

Despite the peace treaty of 2367, Federation and Cardassian ships occasionally find themselves facing off against one another.





The Guide to the STAR TREK Galaxy

FILE 13 CARD 4

CARDASSIA & THE FEDERATION



Joint venture

Gul Macet forms an unlikely alliance with Captain Picard when they join forces to hunt down Captain Maxwell and the marauding U.S.S. PHOENIX.

Cardassians try to dupe Starfleet officers **Admiral Kennelly** and Captain Picard into helping them destroy the **Bajorans**, a race they have oppressed and terrorized for decades. Picard saves the situation by tricking **Gul Dolak** into destroying what turns out to be an empty ship rather than a ship of armaments. This is hardly the kind of alliance anyone had in mind when peace was negotiated.

Enter Edward Jellico

The unstable situation between the Federation and the Cardassians comes to a head once again when Picard, **Dr. Crusher**, and security officer **Worf** investigate reports that the Cardassians are developing biological weapons. The *Enterprise* falls under the command of the abrasive **Captain Edward Jellico**, an important figure in the

2367 peace talks, who is brought in because of his extensive knowledge of the Cardassians. Jellico manages to enrage **Gul Lemec** into admitting that the Cardassians know of Picard's secret mission. Picard is captured and undergoes horrific torture at

the hands of **Gul Madred**.

Some Federation personnel have the unique chance to see how things might have been, had history followed a different path, when **Worf** begins involuntarily jumping from parallel universe to parallel universe. All are more or

less similar, but each also have their differences, particularly where the Federation and the Cardassians are concerned.

In one universe the two races are allies against the warlike **Bajorans**, while in another the **Argus Array** has been sabotaged by the

Cardassians for their own use. In a third, the Cardassians are merely curious about what the *Enterprise* is doing so close to their space.

Forbidden zone

One particularly troublesome problem created by the peace treaty is that of former Federation colonies which, once the new borders are established, find themselves in Cardassian space. One such colony is **Dorvan V**. On Stardate 47751.2 **Gul Evek** heads a Cardassian team that surveys Dorvan V, and comes into conflict with the **Maquis**, an organization dedicated to opposing alleged Cardassian misconduct in the Demilitarized Zone. Frustrated by the Federation's reluctance to interfere, the Maquis recruit many of their personnel from such worlds, and continue to be a thorn in the side of both the Cardassians and the Federation.

Common seed

Despite their perceived differences, in 2369 the Cardassians are one of the many races to learn that all humanoid species familiar to the Federation are in fact related, through an ancient, advanced race that seeded the galaxy in the distant past.

Friends & foes



Gul Nador's attack after sabotaging the Argus Array leads to La Forge's death – in one of the alternate universes experienced by Worf.



Women such as Gul Ocett, who leads Cardassian efforts to confiscate Richard Galen's fossilized DNA research, enjoy equal status in the military.



Gul Evek of the Fourth Order is involved in the Maquis tensions after signing the new UFP-Cardassian border treaty of 2370.

EDWARD JELICO AND THE CARDASSIANS

GALAXY FACTS



While the Federation will respond to any significant acts of aggression, it does not act on reports of the alleged misconduct of Cardassian terrorists in the Demilitarized Zone.



The new borders drawn up by the peace treaty place some Federation colonies in Cardassian space. Some colonists, such as those on Dorvan V, choose not to leave their homes – and become citizens of the Cardassian Union.

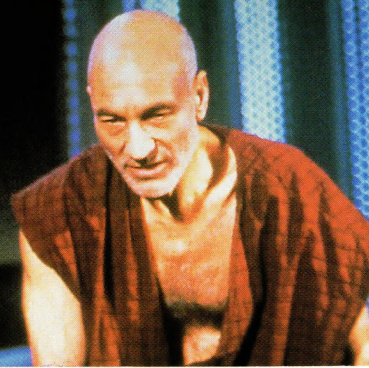
An uneasy peace

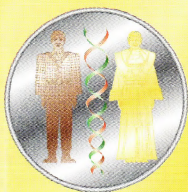
An important figure in the developing relationship between the Cardassian Union and the United Federation of Planets is Captain Edward Jellico. Known for his efficient, demanding style of command, in 2367 he assists in negotiating the historic armistice between the two sides.

Jellico has further dealings with the race in 2369. Because of his knowledge of the Cardassians, he is given temporary command of the *U.S.S. Enterprise NCC-1701-D* while the ship's usual captain, Jean-Luc Picard, undertakes a secret mission into Cardassian space.

Captain Edward Jellico is an important figure in the peace treaty negotiations of 2367.

Gul Madred's insidious torture methods almost break Picard but, luckily, the Starfleet captain is rescued in the nick of time.





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 2



OTHER GROUPS
AND RACES

THE CULTURE OF THE MAQUIS

The Maquis — an alliance of many races and cultures — fight for what they believe is right. Feeling abandoned by the Federation and persecuted by the Cardassians, they must rely on their own cunning.

Taking their name from the 20th century Earth French Resistance cell that was created during World War II, the Maquis is made up of Federation colonists and ex-Starfleet personnel who disagree with the terms of the Peace Treaty agreed between the United Federation of Planets and the Cardassian Union.

Although the Maquis are

formed only after the ramifications of this peace treaty become clear, the roots of their hatred for the Cardassians are deep.

The Cardassian Union has been involved in territory disputes with the Federation dating back to the 2350s. Finally, in 2370, an uneasy truce between the two sides is reached, but the peace is fragile and is preserved only through the actions of Captain Jean-Luc Picard

when, on Stardate 44429.6, the **U.S.S. Enterprise NCC-1701-D** prevents the **U.S.S. Phoenix**, captained by Benjamin Maxwell, from continuing non-sanctioned acts of aggression against the Cardassians.

Cardassian debrief

In 2368 **Ensign Ro Laren**, a Bajoran whose planet has been occupied by the Cardassians for 60 years, helps to expose a



Common pursuits

Members of many cultures are drawn to the Maquis because of their common grievances as colonists along the Cardassian border.



Sexual wiles

Maquis members feel desperately wronged, and are not above employing the tried-and-true tactics of sexual aggression while conducting espionage.

THE MAQUIS: GENERAL BRIEFING

▶ **Within their own organization, the Maquis have tended to reflect Federation-style models of democratic decision-making and communication modes.**

▼ **The Maquis is made up of various cultures, including Native North Americans, who all agree on one purpose — to fight for their right to live in peace.**



▶ **Civilian authorities on Bajor and DEEP SPACE NINE, such as Security Chief Odo, are also charged with investigating suspected Maquis members.**



Planets Numerous

Status Active

Reg. No. —

Risk Assessment High

Base of Operations

Demilitarized Zone, established in Federation/Cardassian treaty of 2370.

Aims

To protect former Federation colonies from Cardassian aggression.

Known StarFleet Defectors

Lieutenant Ro Laren, Lt Commander Calvin Hudson, Lieutenant Thomas Riker, Commander Chakotay, Lt. Commander Michael Eddington.

Starship Log

STAR TREK: THE NEXT GENERATION 'Journey's End'; 'Pre-Emptive Strike'; STAR TREK: DEEP SPACE NINE 'The Maquis' Parts I & II, 'Defiant'; 'For the Cause'; STAR TREK: VOYAGER 'Caretaker'

OTHER CARDS IN THIS FILE...

- 1A FEDERATION DEFECTORS TO THE MAQUIS
- 1B CONFLICTS OF THE MAQUIS

SEE OTHER FILES...

- THE UNITED FEDERATION OF PLANETS..... File 7
- STAR TREK: THE NEXT GENERATION..... File 69
- STAR TREK: DEEP SPACE NINE..... File 70
- STAR TREK: VOYAGER..... File 71





▲ Underground

Subterranean caves and other hidden sites are the order of the day for Maquis bases and weapons stores.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 2

THE CULTURE OF THE MAQUIS



OTHER GROUPS
AND RACES



▲ Bar room

Thanks to their rag-tag nature, seedy local saloons, such as this one on Ronara Prime, provide perfect camouflage for Maquis activity.

◀ Home sweet home

Maquis settlements look no different than any other. They are spread across dozens of colony planets in the Demilitarized Zone.



Cardassian plot. Drummed out of Starfleet for disobeying orders, Ro is offered a pardon in exchange for helping Captain Picard negotiate with a militant group of Bajorans who are raiding Federation outposts. But she and Picard discover the raids are actually being conducted by the Cardassians. The Bajorans

are cleared, and Ro joins the crew of the *Enterprise* on Stardate 45076.3.

In the same year, 2370, the historic treaty between the Federation and the **Cardassian Empire** is signed. This treaty redraws the border, creating a **Demilitarized Zone** between the two territories. This means a number of Federation colonies within

this Zone will have to be evacuated or accept Cardassian rule.

Abandoned

Starfleet vows to respond to any significant aggression on the part of the Cardassian Empire, but doesn't acknowledge the misconduct of Cardassian terrorists within the Zone. Many colonists feel the

Federation has turned its back on them, and refuse to comply. Captain Picard and the *Enterprise* are drawn into this quagmire when, on Stardate 47751.2, they are ordered to evacuate a colony of Native Americans on **Dorvan V**. The Colonists refuse to leave their homes, and Picard has no choice but to allow them to remain – as citizens of the Cardassian Empire.

Continued aggression

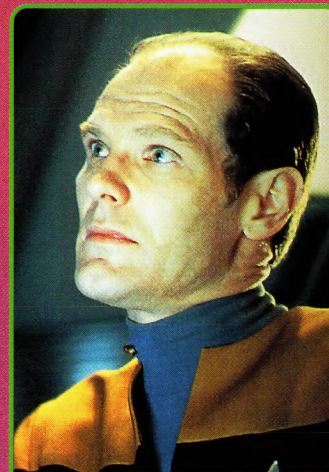
Although the peace treaty 'officially' ends all hostilities, Cardassian aggression and harassment of Federation outposts continue throughout the Demilitarized Zone.

Chakotay, a Dorvan V colony member, refuses to accept the Cardassians' continuing aggression

against his people. He resigns his Starfleet commission and joins the Maquis, the growing band formed by Federation colonists who have decided to take matters into their own hands.

▶ Jumping ship

Lt. Cmdr. Michael Eddington is one of several Starfleet officers who have found themselves swayed by the wrongs done to the colonists along the Cardassian border and have joined the Maquis.



THE MAQUIS IN ACTION



▲ Outmatched?

Maquis fighter ships frequently engage much bigger vessels in daring raids. Using hit-and-run fighting techniques learned through numerous encounters with Cardassian ships, the Maquis craft can often damage and even destroy ships twice their size.

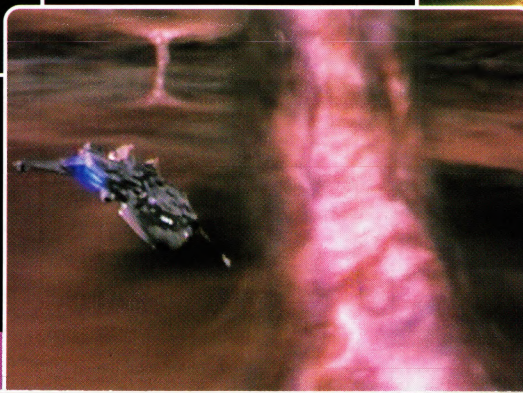
▼ Badlands

The Maquis have a base in an area of space near the Cardassian border called the 'Badlands' because of its unstable nature. It is from here the Maquis ship and the U.S.S. *VOYAGER* are plucked by the Caretaker Array and dropped 70,000 light years away.



▲ Lost

The U.S.S. *VOYAGER* is pursuing the renegade Maquis craft before they both find themselves in the Delta Quadrant. Now they must learn to live and work together on the Federation ship after the Maquis' own vessel is destroyed in an encounter with a new enemy – the Kazon.





FILE 31 OTHER FEDERATION STARSHIPS

TYPE:
MIRANDA-CLASS STARSHIP

REGISTRATION No:
NCC-1864

NAME:
U.S.S. RELIANT

DORSAL VIEW

SHIP'S REGISTRY

DEFLECTOR GRID

MAIN BRIDGE

FORWARD
TORPEDO BAY

PHASER CANNON

PHASER CANNON

WARP NACELLE

AFT PHOTON
TORPEDO LAUNCHER

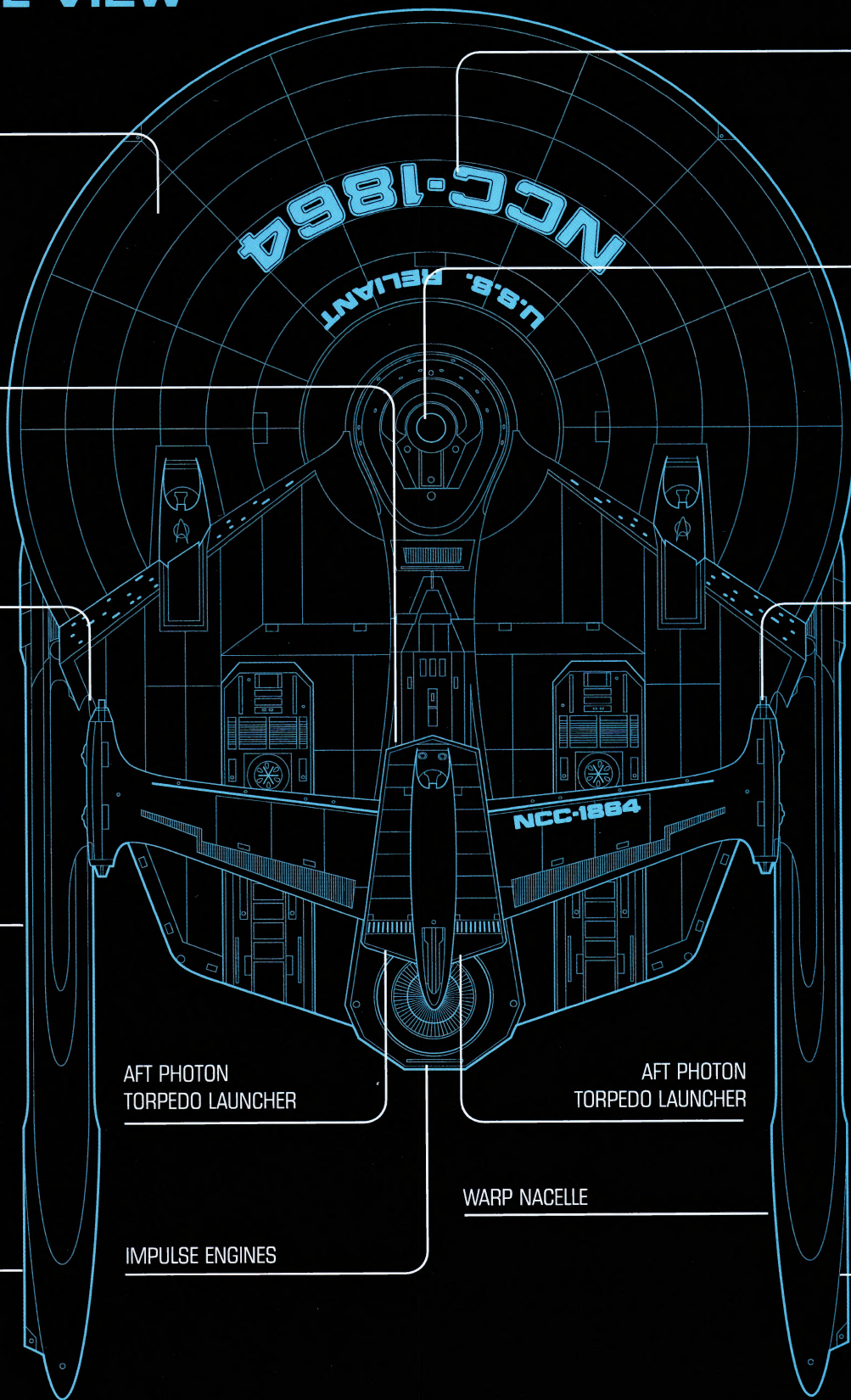
AFT PHOTON
TORPEDO LAUNCHER

WARP NACELLE

WARP
INTERCOOLER INTAKE

IMPULSE ENGINES

WARP
INTERCOOLER INTAKE





FILE 31 OTHER FEDERATION STARSHIPS

TYPE:
MIRANDA-CLASS STARSHIP

REGISTRATION No:
NCC-1864

NAME:
U.S.S. RELIANT

On Stardate 8130.4, Captain Clark Terrell, along with First Officer Pavel Chekov, leads the *U.S.S. Reliant NCC-1864* on a scientific survey of what appears to be Ceti Alpha VI in the Mutara Sector, little realizing it will be ship's last mission.

The *U.S.S. Reliant NCC-1864* is an example of the *Miranda-class* starships which Starfleet introduced into service in the late 23rd century. *Miranda-class* ships are similar to *Soyuz-class* starships, with an enlarged aft cargo hold and shuttle bays. The warp engine nacelles are located on the underside of the main hull. The *Reliant* is slightly smaller in size than a *Constitution-class* starship, such as the *U.S.S. Enterprise NCC-1701*, yet it remains highly maneuverable and well-defended. The phasers, located above the primary hull, are capable of pinpoint accuracy. The *Miranda-class* is remarkably long-serving and other ships of the class have included the *U.S.S. Saratoga NCC-1937* and the *U.S.S. Saratoga NCC-31911*. The *Saratoga NCC-1937* is disabled by an alien probe in 2286, while the latter ship, which has a slightly modified design, is destroyed by the Borg in battle at Wolf 359. Few ships, however, could expect success against the Borg, and the *Saratoga's* defeat is no reflection on the ship or its class.

As a scientific survey ship, much usage is

made of the *Reliant's* scanning equipment. The ship has at least two different scanners; a surface scanner which reads surface wind velocities and atmosphere composition, and a dyno scanner, which records energy flux readings. The probes are highly sophisticated, precise enough to find a microbe or even a particle of preanimate matter.

Fated mission

The *U.S.S. Reliant's* final mission comes in 2285, while the ship is under the command of Captain Clark Terrell, who is under orders to find a lifeless planet that satisfies the requirements of a test site for the **Genesis Experiment**. Exploring what he believes is Ceti Alpha VI, Captain Terrell and first officer Pavel Chekov are attacked by Khan Noonien Singh, a genetically engineered human marooned on the planet by then-Captain Kirk of the *U.S.S. Enterprise* 15 years before. Due to a natural disaster, the living conditions on the planet have become inhospitable and Khan is bitter that Kirk never checked on the planet after abandoning him and his followers.

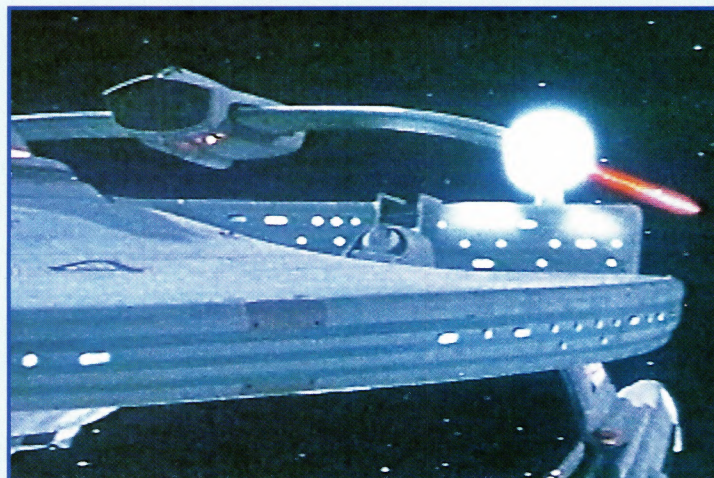
After taking control of the *Reliant*, Khan is determined to have his revenge on Admiral Kirk. Khan tries to make full use of his 'superior intellect' in understanding the *Reliant's* technology and manages to get close enough to Kirk's ship to inflict some damage. Ultimately, Khan lacks the intimate ship knowledge required to pull off his scheme. Kirk, now a veteran Starfleet Admiral, utilizes his knowledge

of the *Reliant* by changing its access codes. An experienced captain might have changed the prefix number – but Khan has failed to do so. By entering 16309 as the prefix, Kirk is able to override the command console and lower the *Reliant's* shields. Kirk's attack damages the *Reliant's* photon control and warp drive, rendering its weapons systems useless.

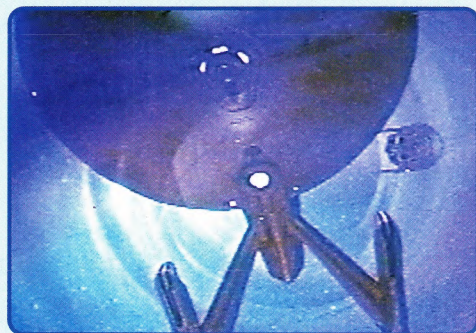
Hide and seek

After both ships retreat and make some minor repairs, the battle begins anew when they find themselves in the dense Mutara Nebula for a fight to the death. Finally, when Kirk takes advantage of his experience of fighting in three dimensions against Khan's two-dimensional tactics, the *Reliant* is doomed. Kirk's shot lands true and he disables the *Reliant* by blowing off a warp engine nacelle and demands Khan's surrender. Determined to avenge himself on Kirk, Khan realizes that the disabled *Enterprise* won't be able to escape the blast of the **Genesis Device** and sets it for detonation.

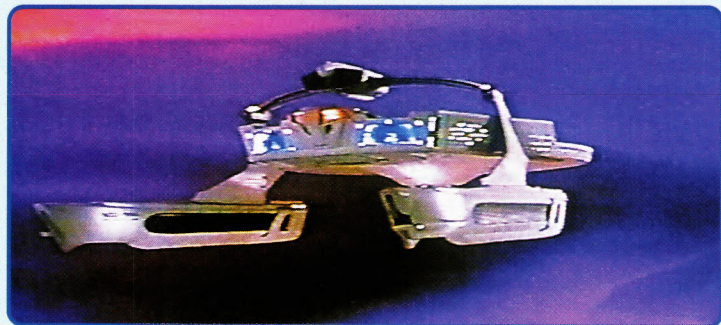
However, thanks to Captain Spock, the *Enterprise* manages to achieve warp speed, leaving the *Reliant* to be destroyed in the explosion caused by the Genesis Device.



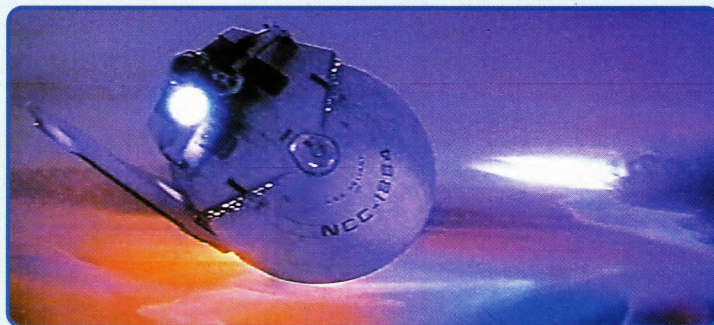
The Miranda-class *U.S.S. RELIANT* features a warp nacelle configuration under the main hull. With a crew complement of 200, the *RELIANT* is primarily a science vessel, used for research.



The *U.S.S. ENTERPRISE* and the Khan-commandeered *U.S.S. RELIANT* are locked into a battle of wits in the Mutara Nebula. The nebula distorts sensor readings and the ships must rely on visual reconnaissance.



After being lured into battle by Khan's fake messages, Admiral Kirk must use his superior starship knowledge and ability to fight in '3-D' to outgun his bitter and vengeful enemy.



The *U.S.S. RELIANT* has a warp nacelle blown off by Kirk – after he changes the command codes, which act as a starship's safeguard against unauthorized computer access.



FILE 34 THE KLINGON FLEET

Fighting While Cloaked: Tactics

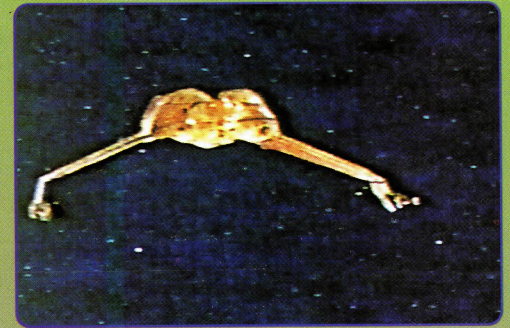
With its ability to conceal a ship from an enemy's sensors, the cloaking device is a powerful weapon, and when two cloaked ships cooperate they can inflict massive damage.

The cloaking device offers Klingon and Romulan ships many tactical advantages. However, the inability of cloaked ships to fire phasers or torpedoes means that it is not the all-powerful weapon that it might otherwise be.

The most obvious use of a cloak is to get a ship to or from a specific destination without being detected. The Federation can never be certain when Klingon or Romulan ships are in their space; as recently as 2371 an entire

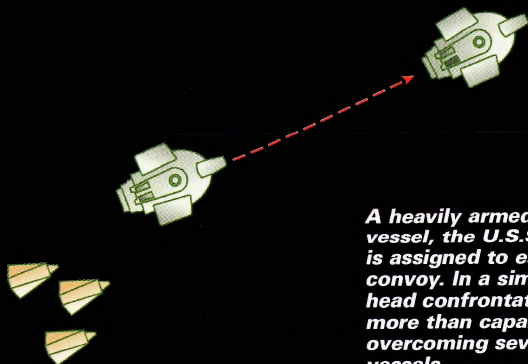
Klingon fleet was able to surround *Deep Space Nine* without being detected.

The cloak is also often employed in hit-and-run encounters, in which a ship decloaks to fire, then cloaks to avoid detection before repositioning itself, decloaking and firing again. Where only one cloaked vessel is involved this tactic can be dangerous, because a vessel is extremely vulnerable while it is cloaking or decloaking. However, when two cloaked vessels are present the combat advantage shifts in their favor.

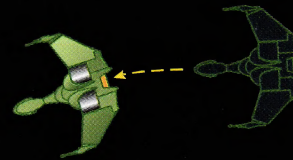


1 Bird-of-Prey decloaks

A KLINGON BIRD-OF-PREY decloaks some distance away from the convoy. The *DEFIANT* sets an intercept course to engage the *BIRD-OF-PREY* before it is in firing range of the convoy.



A heavily armed Starfleet vessel, the U.S.S. *DEFIANT*, is assigned to escort the convoy. In a simple head-to-head confrontation it is more than capable of overcoming several Klingon vessels.



The KLINGON BIRD-OF-PREY is a formidable fighting ship. During the Klingon invasion of Cardassian space, Klingon vessels have used the cloaking device to attack unsuspecting convoys.

Situation:

- The Klingon Empire has attacked the Cardassian Union. Although a truce has been declared, unofficial hostilities continue.
- The Federation is assisting the Cardassians by offering protection to their convoys.
- Klingon forces are determined to prevent these convoys getting through.

Factors:

- The Starfleet vessel assigned to escort the convoy to be attacked is extremely powerful. In a straight fight it is capable of defeating several Klingon ships.

Courses open:

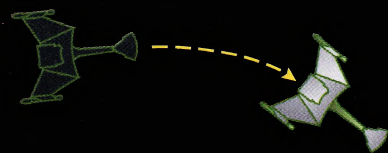
1. Make a frontal attack
2. Allow the convoy to pass through without attacking
3. Use two cloaked ships to mount a combined assault

Plan:

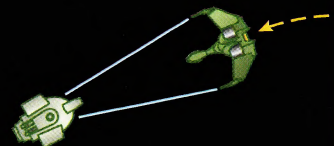
- Against the *Defiant*, a frontal attack is extremely dangerous. A large party of Klingon ships will be required to guarantee success. Klingon losses are almost certain.
- Allowing the convoy to pass unharmed throws your honor into doubt. You have allowed the Cardassians to recover and shown yourself to be afraid of your enemy.
- Send two cloaked ships to attack the convoy. Use one of the ships to draw the *Defiant* away from the ships it is protecting, enabling the other ship to attack. Use the cloaking device to establish a hit-and-run pattern that will keep the *Defiant* away from the convoy.

2 Second ship decloaks

The *DEFIANT* engages the *BIRD-OF-PREY*. This leaves the convoy unprotected. With the *DEFIANT* out of range, a second Klingon ship, an old-style *BATTLE CRUISER*, decloaks and attacks the convoy.



The *DEFIANT* is too far away to attack the *BATTLE CRUISER*. However, it can expect its superior firepower to overcome the *BIRD-OF-PREY* within minutes, enabling the Starfleet vessel to return and defend the convoy before too much damage is done.

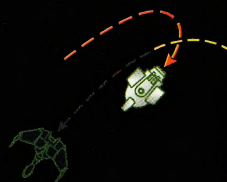


Fighting While Cloaked: Tactics



3 Convoy attacked

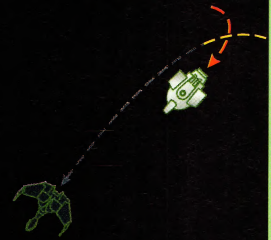
The **BIRD-OF-PREY** activates its cloaking device before the **DEFIANT** can breach its shields. Unable to detect its initial adversary, the **DEFIANT** turns around to engage the **BATTLE CRUISER**.



Using the brief period of time available to it before the **DEFIANT** arrives, the **BATTLE CRUISER** continues to attack the convoy. Under cloak, the **BIRD-OF-PREY** sets a course back toward the convoy.

4 Attackers invisible

The **BATTLE CRUISER** engages its cloaking device. Both Klingon vessels are now cloaked and are invisible to the **DEFIANT**'s sensors.

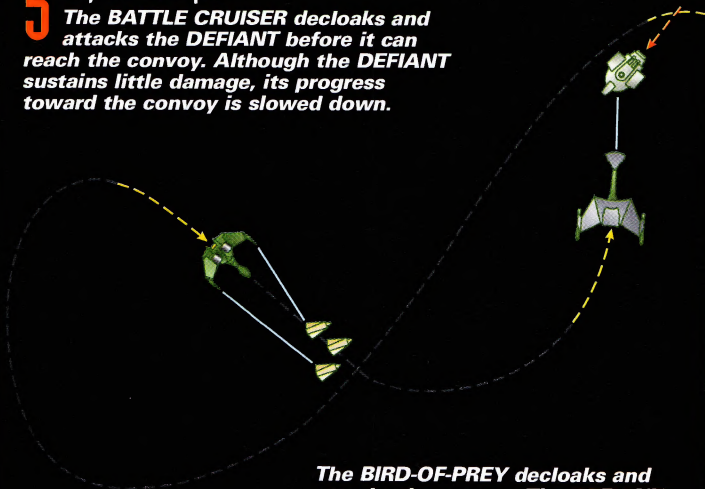


The **DEFIANT** continues on its course back to the convoy, which is still undefended.

Under cloak, the **BATTLE CRUISER** sets a course to intercept the **DEFIANT**.

5 Defiant delayed

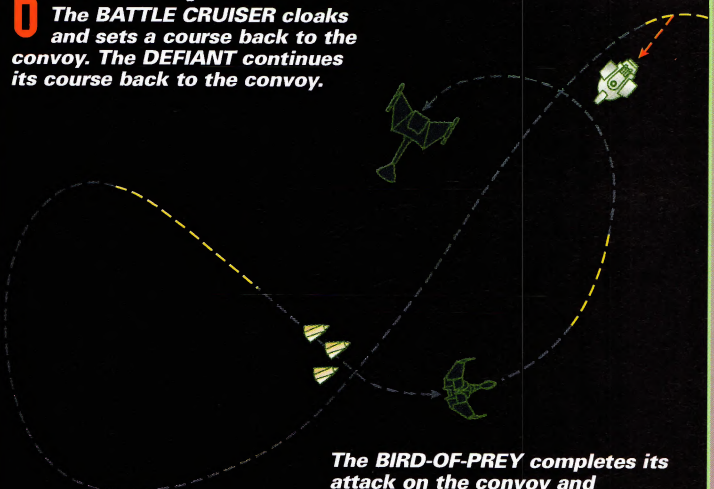
The **BATTLE CRUISER** decloaks and attacks the **DEFIANT** before it can reach the convoy. Although the **DEFIANT** sustains little damage, its progress toward the convoy is slowed down.



The **BIRD-OF-PREY** decloaks and attacks the convoy. The **DEFIANT** is still out of range.

6 Pattern emerges

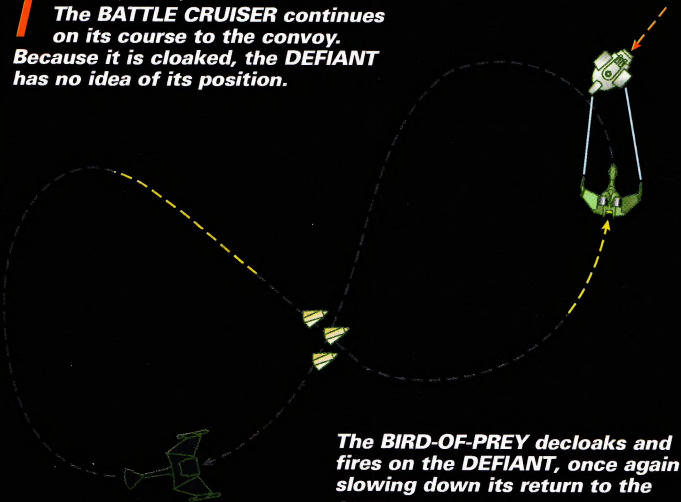
The **BATTLE CRUISER** cloaks and sets a course back to the convoy. The **DEFIANT** continues its course back to the convoy.



The **BIRD-OF-PREY** completes its attack on the convoy and activates its cloaking device, setting a course for the **DEFIANT**.

7 Bird-of-Prey attacks

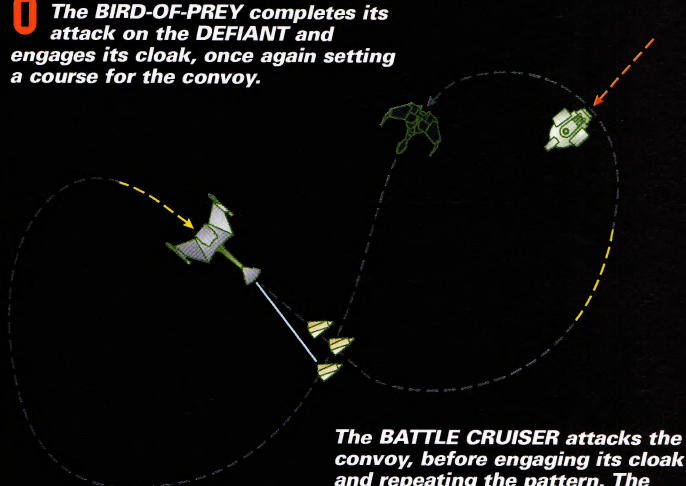
The **BATTLE CRUISER** continues on its course to the convoy. Because it is cloaked, the **DEFIANT** has no idea of its position.



The **BIRD-OF-PREY** decloaks and fires on the **DEFIANT**, once again slowing down its return to the convoy.

8 Repeating the pattern

The **BIRD-OF-PREY** completes its attack on the **DEFIANT** and engages its cloak, once again setting a course for the convoy.



The **BATTLE CRUISER** attacks the convoy, before engaging its cloak and repeating the pattern. The **DEFIANT** is nearer the convoy, but is still out of weapons range.



FILE 35 THE ROMULAN FLEET

Romulan Bird-of-Prey

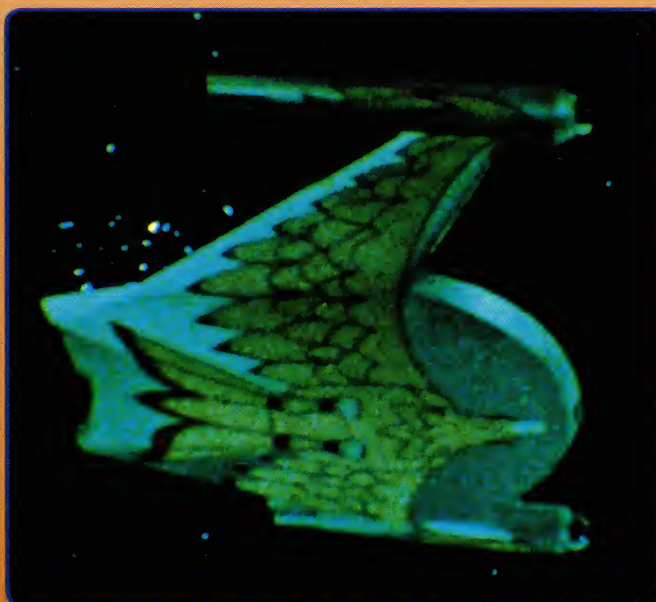
With its intimidating underside, the first *Romulan Bird-of-Prey* encountered by the Federation since the Romulan Wars has new weapons, new technology, and a distinct advantage . . .

The *Romulan Bird-of-Prey*, first encountered by the Federation in the Romulan Wars, looks something like a saucer with wings, and is little over half the length of the *Klingon D7-Battle Cruiser*. Its entire ventral side is painted with a single spectacular bird-of-prey wing spread design – hence the name given to this class of ship by Starfleet.

While the *Romulan Bird-of-Prey* has no warp capability (the highest speed attainable is basic impulse), in 2266 it becomes the first known ship to carry a practical invisibility screen. But this cloaking device can be as much a curse as an advantage: the *Romulan Bird-of-Prey* cannot fire its plasma weapon and remain cloaked.

The Romulans and the Federation

A peace treaty signed in 2160 brings an end to the Romulan Wars and establishes a **Neutral Zone** between the Romulan planets, Romulus



▲ The Romulan commander, leading the Neutral Zone incursion to test the Federation's resolve in 2266, is not a blood-thirsty man. He has a high sense of honor, but no love of war, and fears for a resumption of hostilities.

◀ The ROMULAN BIRD-OF-PREY is given its name by Starfleet in accordance with its most prominent feature – an enormous painted bird on its underside. The Romulan ship encountered by the Federation in 2266 had no warp speed capabilities, only impulse, due to the massive energy requirements of its invisibility, or 'cloaking' device.

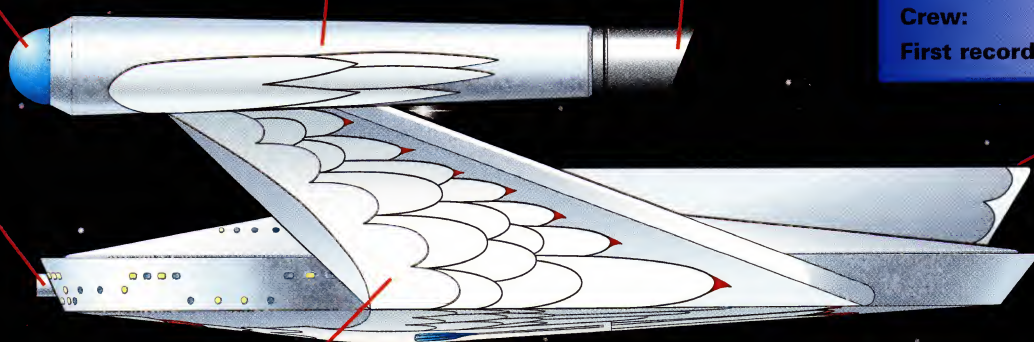
PORT VIEW

The distinctive blue glow from the propulsion system is a feature of this class of ship.

Although visually similar to the warp nacelle, the Romulan propulsion system is still only impulse speed as late as the 2260s.

The rear end of the nacelle-like propulsion structure is similar to the exhaust pipes on ancient, petrol-fueled vehicles.

Plasma weapon



The rear end of the ship is slightly raised, adding to the overall birdlike appearance of the craft.

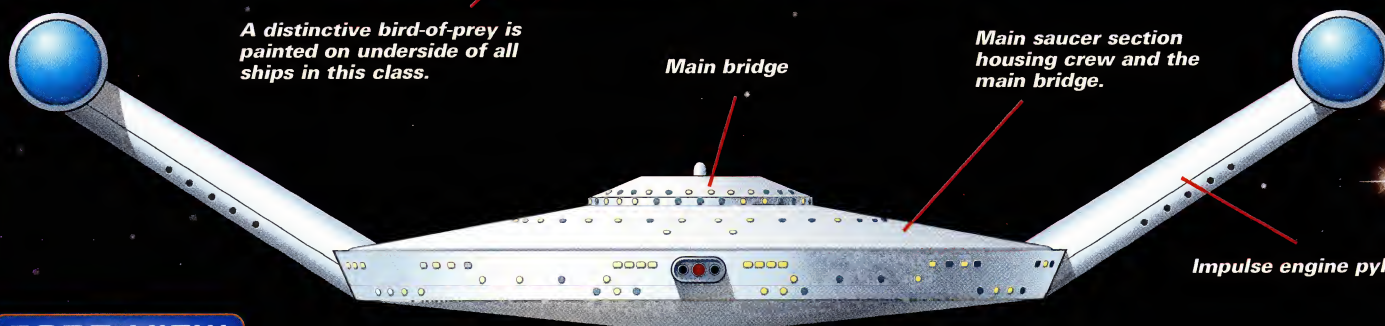
A distinctive bird-of-prey is painted on underside of all ships in this class.

Main bridge

Main saucer section housing crew and the main bridge.

Impulse engine pylon

FORE VIEW



ROMULAN BIRD-OF-PREY

Size:	Unconfirmed
Speed:	Standard impulse
Crew:	Unknown
First recorded:	2266

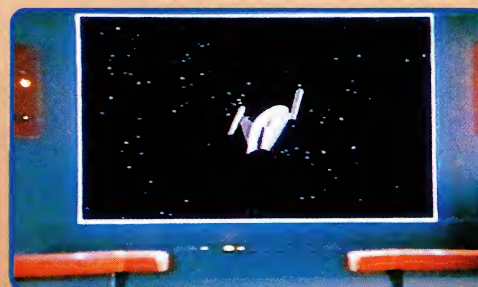
Romulan Bird-of-Prey



▲ The **ROMULAN BIRD-OF-PREY** encountered by the **U.S.S. ENTERPRISE** has to stop completely to avoid detection by the Federation ship's motion sensors – a major weakness for the Romulans.



▲ The **ROMULAN BIRD-OF-PREY** fires its powerful plasma weapon at the **U.S.S. ENTERPRISE**. Although the ship still carries nuclear warheads, these are not used for battle but to self-destruct to avoid capture.



▲ The **ROMULAN BIRD-OF-PREY**'s undoing is its lack of speed – no match for the **U.S.S. ENTERPRISE**'s faster-than-light velocity – and its inability to fire the powerful plasma weapons while cloaked.

and **Remus**, and the rest of the galaxy. The treaty is drawn up and agreed entirely over subspace radio, without any physical or even visual contact between the two sides, although it is known that the Romulan ships in use during the wars already sport the painted *Bird-of-Prey* design and are equipped with primitive nuclear weapons. There is no indication, however, that they possess, at this stage, the cloaking device which is such an important feature of later Romulan vessels.

Following the peace treaty, it is over 100 years before the Federation again makes contact with the **Romulan Star Empire**.

Cloaking technology

The Federation next encounter the Romulans in 2266 (Stardate 1709.2) when a Romulan vessel makes an unprovoked attack on a series of Earth colonies along the edge of the Neutral Zone. The ship itself matches the description of earlier known Romulan vessels, but has advanced technology – most notably a cloaking device which renders the ship invisible to Federation scanners. However, the cloaking device is not infallible; the ship is detected by a tiny blip on the motion sensors of the Federation ship **U.S.S. Enterprise NCC-1701** and has to shut down all engines and remain motionless to be completely undetectable. The invisibility also works both ways – when cloaked, the *Romulan Bird-of-Prey* is unable to detect other ships in its vicinity. Nonetheless, the cloaking technology (which is upgraded for later models), offers a

distinct advantage over Federation ships. Both audio and visual communication between the *Bird-of-Prey* and other craft can take place even when the Romulan ship is cloaked.

The *Romulan Bird-of-Prey* also has deflector shields, capable of withstanding a sustained attack from a Federation starship for at least a short time.

Weaponry

In addition to the cloaking device, the *Romulan Bird-of-Prey* encountered in 2266 also has a significantly upgraded weapons system compared with the ships which take part in the Romulan Wars of a century before. The asteroid outposts along the Neutral Zone border are completely obliterated by high energy plasma bursts, which overcome the outposts' deflector shields even when those shields are set to maximum. The plasma bursts appear as a pink-red wave of energy, fired from the front of the ship. The range of the weapons, however, is not unlimited – the plasma burst dissipates as it moves away from its origination point and a retreating enemy can either outrun it completely or reduce the strength of its impact by moving further away from the Romulan attackers. At full strength, the plasma blasts can significantly damage a **Constitution-class** starship even through maximum shields. There is a disadvantage, however, to such a powerful weapon: using it takes so much energy that the *Romulan Bird-of-Prey* has to decloak in order to fire. However, it is generally taken that the

Romulan ships have greater weaponry than their Federation equivalents of this period – whose best line of defense is to use their superior warp capability to outrun a Romulan attacker.

As late as the 2260s, the *Romulan Bird-of-Prey* also still carries nuclear warheads. Although no longer utilized as an attacking weapon, the warheads can be used as a self-destruct mechanism to avoid surrender or capture.



▲ The Romulan commander on the **BIRD-OF-PREY** concedes defeat to the **U.S.S. ENTERPRISE**, and self-destructs his ship.

BIRD-OF-PREY BRIDGE ARRANGEMENT



▲ In stark contrast to the spacious, clean environment of the bridges of Federation craft, the **ROMULAN BIRD-OF-PREY** bridge is small and compact.



▲ The interior of the Romulan craft is decorated in bright reds and purples with muted lighting. Many of the crew wear metallic gold-colored headgear.



▲ The bridge crew stand (no seats are seen on the bridge, even for the Commander) around a central arrangement of control consoles.

Lwaxana Troi, Love, & the STARSHIP ENTERPRISE

Ambassador Lwaxana Troi is a frequent visitor aboard the *U.S.S. Enterprise NCC-1701-D*, where she pesters her daughter **Deanna Troi** and has a wide variety of romantic interludes.

Ambassador to the government of **Betazed**, daughter of the Fifth House, Holder of the Sacred Chalice of Rixx, and Heir to the Holy Rings of Betazed, **Lwaxana Troi** is the proud mother of *U.S.S. Enterprise NCC-1701-D* counselor **Deanna Troi**. Lwaxana first comes aboard the **Federation** ship in 2364, for her daughter's prearranged marriage to physician **Wyatt Miller**. While seeing to the wedding preparations, and arguing with her daughter's future mother-in-law, Lwaxana develops an attraction to **Captain Jean-Luc Picard**. She flirts unabashedly with him, deciding the captain is of

suitable rank for her. Though Deanna's arranged marriage falls through, Lwaxana knows her quest for Picard is hardly over.

Next phase

The year Lwaxana becomes a full ambassador, in 2365, she also enters **The Phase**, a time on Betazed when a woman's sexuality matures and her sex drive quadruples. Accompanying **Antidean** delegates aboard the *Enterprise*, she is also searching for a husband, and decides that either Picard or **Executive Officer William T. Riker** will do nicely. She goes so far as to follow Picard onto his favorite **holodeck** program where he plays detective **Dixon Hill**. There, she is

LWAXANA AND LOVE

NAME: Lwaxana Troi

LIFE FORM: Betazoid

MARRIED: Ian Andrew Troi (Deceased)

OCCUPATION: Betazed Ambassador

TITLES: Daughter of the Fifth House, Holder of the Sacred Chalice of Rixx, and Heir to the Holy Rings of Betazed.

AMOURS: Captain Picard, Rex the bartender, Commander Riker, Dr. Timicin.

FIRST SEEN: 'Haven'



▲ **Lwaxana makes a habit out of turning up on the STARSHIP ENTERPRISE, usually with love on her mind. Her rather boisterous and flirtatious behavior can irritate Captain Picard, but she has earned his respect.**

COMMANDING OFFICERS



★ **To the top**
From their very first meeting, **Betazed Ambassador Lwaxana Troi** is attracted to her long-suffering daughter **Deanna's** commander, **Jean-Luc Picard**.

★ **Second best**
Spurned by Picard as she enters **The Phase** – a quadrupling of the sex drive for middle-aged Betazoid women – Lwaxana sets her sights on **Riker**.



distracted by the program's bartender, and turns her charm on him, allowing Picard to escape – this time. Before she leaves the ship, she reveals two of the Antideans are assassins and manages to embarrass Picard once again.

Pursued

In 2366, Lwaxana is at the receiving end of an annoying flirtation. **DaiMon Tog**, a pesky **Ferengi** who intrudes into a biennial Betazed trade conference, follows the ambassador around in dogged determination. At first, Lwaxana dismisses his attentions. But when the Ferengi kidnaps her, Deanna and Riker, she learns he not only plans to make her his mate, but wants to manipulate her telepathic skills for his own



Lwaxana Troi, Love, & the Enterprise

★ Wrong man

Still in The Phase, Lwaxana's string of romantic disappointments continues as she becomes attracted to bartender Rex – a hologram.

★ Ferengi fan

After the Trade Conference at Betazed, the tables are turned on Lwaxana Troi when the Ferengi, DaiMon Tog, becomes obsessed with her.



profit. She distracts DaiMon Tog long enough for Deanna and Riker to send a secret signal to the *Enterprise*. Suffering from Ferengi mind probes, Lwaxana convinces DaiMon Tog to release her companions. Picard then comes to her rescue, pretending to be her jilted lover and alarming the Ferengi enough to free her. After the danger is past, Lwaxana decides she likes Picard's 'affections,' fake though they were. But to no avail: Picard is all duty.

Lwaxana was married to **Ian Andrew Troi**, a human **Starfleet Officer**, who died when Deanna was seven. Widowed a long time,

she has always been looking for another companion, and thinks she's found him in **Dr. Timicin**. In 2367, the **Kaelon II** native is aboard the *Enterprise* conducting a scientific experiment while Lwaxana is visiting her daughter. Lwaxana and Timicin are happy together until his experiment fails, severely depressing him. Lwaxana is horrified when he reveals that he is nearing sixty, the 'Time of Resolution', when he must end his life in ritual suicide so as not to be a burden to his family in old age. She valiantly attempts to



change his mind, especially since his research, so close to succeeding, could save his world. Lwaxana nearly wins her long-sought-for mate, but Timicin's daughter pleads with him to respect his heritage. A tearful but resigned Lwaxana accompanies her beloved Timicin to Kaelon II to be at his side when he says goodbye to his loved ones.

Tired of being alone and feeling her age, Lwaxana agrees to marry,

sight unseen, **Minister Campio** of the planet **Kostolain**.

Old bore

At the **Conference of Judges** in 2368, Lwaxana comes aboard the *Enterprise* for her wedding and is shocked to discover Campio is boring and old! She tells Deanna she'll forego the traditional nude Betazoid wedding at Campio's request, and dismisses her daughter's concerns that he isn't the right man for her. Lwaxana distracts herself by playing with **Alexander Rozhenko**, son of **Klingon** crew member **Worf**. She and the boy escape to her favorite holodeck program, a re-creation of the **Parallax Colony** on **Shiralea VI** and its mud baths. In teaching Alexander how to have fun, she rediscovers her own zest for life. When Lwaxana shows up for her wedding to Campio in the nude, he is shocked at her lack of protocol and abandons her at the altar. Amused and not the least offended, Lwaxana goes on her way, once again the light-hearted ambassador from Betazed.

RIGHT MAN, WRONG TIME



★ Ending it all

True love finally arrives for Lwaxana but proves tragic, as Kaelon II scientist Dr. Timicin goes ahead with his culture's ritual suicide, or 'Resolution', at age 60.



★ Lucky dip

Lwaxana has young Alexander Rozhenko to thank for spurring her out of an officious Kostolain marriage she does not really want.



★ Missed again

Dr. Timicin is particularly despondent when his experiments fail, as he will not now have time to complete his research before his 'Resolution'.

FILE 44 NON-STARFLEET HUMANS

Khan Noonien Singh

A human product of 20th century genetic engineering, Khan Noonien Singh proves to be one of Captain Kirk's most worthy and bitter opponents.

Born in the early 1960s, **Khan Noonien Singh** is one of a group of genetically engineered 'supermen', the result of an ambitious selective breeding program. What the scientists fail to realize is that creating a superior race also means creating a superior ambition: the 'supermen' feel their advanced abilities also give them the right to rule the rest of humanity, whom they consider inferior. By the time Khan reaches maturity in the early 1990s he is the ruler of Asia and half of the Middle-East – more than a quarter of the entire planet Earth. However, while the genetically engineered humans agree

they should rule the rest of humanity, they can't agree on which of them should do the ruling, and fight amongst themselves.

The tyrants are eventually brought under control by a rebellious population. Most are sentenced to death or die in the terrible **Eugenics Wars**, during which whole populations are bombed out of existence and the entire planet is threatened with a new dark age.

Sleeping soundly

Eighty of these superbeings – including Khan – then simply disappear from the annals of history.

To escape death, Khan and his followers escape into space aboard the

PROFILE ON KHAN

NAME: Khan Noonien Singh

LIFE FORM: Genetically engineered human

BORN: Unknown, circa 1960s

STATUS: Deceased, 2285. Killed in the explosion of the Genesis device aboard the *U.S.S. Reliant* in the Mutara Nebula

HISTORY: Earth tyrant who tried to take over the entire planet during the Eugenics wars, 1992–1996. Escaped Earth in 1996 aboard the *S.S. Botany Bay*, a sleeper ship.

FIRST SEEN: 'Space Seed'

LAST SEEN: STAR TREK II: THE WRATH OF KHAN



▲ Khan's followers eagerly serve his every bidding, crewing the *U.S.S. RELIANT* after he brings Captain Terrell under his control.

RESURRECTION



★ Premature awakening

Discovered in cryogenic storage in 2266, Khan Noonien Singh is awakened on the *S.S. BOTANY BAY* before Kirk's crew realize his infamous background.



★ Seductive glances

Despite his advanced 'breeding', Khan soon becomes enamored of *U.S.S. ENTERPRISE* historian Marla McGivers. She joins him, and later becomes his wife.

★ Loyalty

When Khan threatens Kirk's life he finds that the resistance of the *U.S.S. ENTERPRISE* crew to his plans is only increased, as they remain loyal to their captain.



★ New life

Thanks to the access given him, Khan quickly revives other surviving genetically bred 'superbeings' and hungers for new conquests – such as Kirk's starship.



OTHER CARDS IN THIS FILE...

3 DR. CAROL MARCUS

4 DR. DAVID MARCUS

SEE OTHER FILES...

STAR TREK
(The Original Series)..... File 68

STAR TREK II:
THE WRATH OF KHAN....File 73

Khan Noonien Singh

sleeper ship the **S.S. Botany Bay**. Onboard the ship, the crew are cryogenically frozen to allow them to remain in suspended animation.

Lost and found

Khan's ship is not discovered for more than 200 years, when it is found by the **U.S.S. Enterprise NCC-1701**. **Captain James T. Kirk** is forced to revive Khan when his cryogenic chamber malfunctions.

Upon awakening, Khan appears friendly toward the **Starfleet** crew, but his true motives soon become apparent. He tries to murder **Dr. McCoy**, and seduces the ship's resident historian, **Lt. Marla McGivers**. His main aim is

to revive the other crew members asleep on the **S.S. Botany Bay**. He enlists McGivers' help, taking control of the **Enterprise** in the process. However, Kirk's knowledge of his crew eventually allows him to defeat Khan.

A new world to conquer

The **Enterprise** leaves Khan and his followers, who now include McGivers, on **Ceti Alpha V**, a rough but habitable Class-M planet. Kirk has offered Khan a world to conquer, knowing that this will be a great enough challenge to keep him busy for the rest of his life. **Spock**, however, wonders at the 'seed' Kirk has planted in their galaxy, and what it will be like in 100

years time. In fact, it turns out to be far less than that before Khan once again crosses Kirk's path.

Just a few short years after the **Enterprise** leaves, **Ceti Alpha VI** – the neighboring planet – explodes, leaving Ceti Alpha V a barren wasteland. Khan endures 15 years of suffering – including the death of his wife Marla McGivers – before he is discovered, by **First Officer Pavel Chekov** and **Captain Terrell** of the **U.S.S. Reliant** who are on the planet's surface in search of preanimate matter that might interfere with the planned **Genesis Experiment**.

Khan, angry and vengeful that a now-**Admiral Kirk** never checked

up on their settlement, implants a native creature into Chekov and Terrell's ears, rendering them helpless to his suggestions. He and his followers take over the **Reliant**, hell-bent on revenge. They ransack the nearby **Regula I Space Laboratory** and steal the **Genesis device**, an act which once again brings Khan into conflict with Kirk. However, his plan backfires and he is killed when the Genesis device explodes aboard the **Reliant**. Eloquent and powerful to the very end, Khan revels in the idea that the Genesis Experiment will ultimately kill Admiral Kirk. He dies believing he has achieved his final victory.

"One man would have ruled eventually, as Rome had Caesar ... think of his accomplishments."

—Khan

REVENGE AND DOWNFALL



★ Nobody home

The loss of Ceti Alpha VI so affects its inner Class-M neighbor that Terrell and Chekov find no one on the sun-ravaged surface.

★ Double trouble

The death of his beloved protege and second in command, Joaquim, amid debris after an attack, feeds Khan's obsessive desire to kill his sworn enemy, James T. Kirk.



★ The end

Despite the damage Khan manages to inflict on the **U.S.S. ENTERPRISE**, his advanced intellect is mocked once and for all by the superior battle tactics of his rival, Starfleet Admiral James T. Kirk. Soon, Khan's fellow 'supermen' will also go up in flames aboard the hijacked **U.S.S. RELIANT**.



★ Strong man

Forced to live in the **U.S.S. ENTERPRISE**'s cargo containers by the inhospitable conditions on the outside, Khan and his followers turn their anger on Chekov.



★ Last chance

The mortally wounded Khan believes that he has the last laugh as he detonates the Genesis device with his dying breath. He wrongly believes that the act will cause Kirk's death.

Medical Tricorders

During emergencies both on home base and while exploring new worlds, the difference between life and death for **Starfleet** personnel often rests in a small, simple-looking box called the **medical tricorder**.

The underlying design of the **medical tricorder** is a standard tricorder – a portable (hand-held), multi-functional device that integrates computers, scanning sensors, and data storage. Information gathered is analyzed by an internal computer that also displays the results on a tiny screen built into the tricorder.

The differences between a medical tricorder and the standard model are its dedicated life-sign sensors, medical analysis computer, and library modules.

To supplement the basic sensors, a stand-alone, close-range hand-held scanner collects and sends high-resolution readings to the medical tricorder.

Over the last century and a half, standard and medical tricorders have repeatedly, as powerful technologies emerged, been redesigned and rebuilt from the ground up. However, the previous descriptions apply equally to both the first and the newest medical tricorders. Much as the fundamental needs of **Constitution-class** starships are still the driving force behind the design of the much-improved **Galaxy-class** starships, the mission and the functions of medical tricorders have changed very little from the 23rd to the 24th century.

The medical peripheral

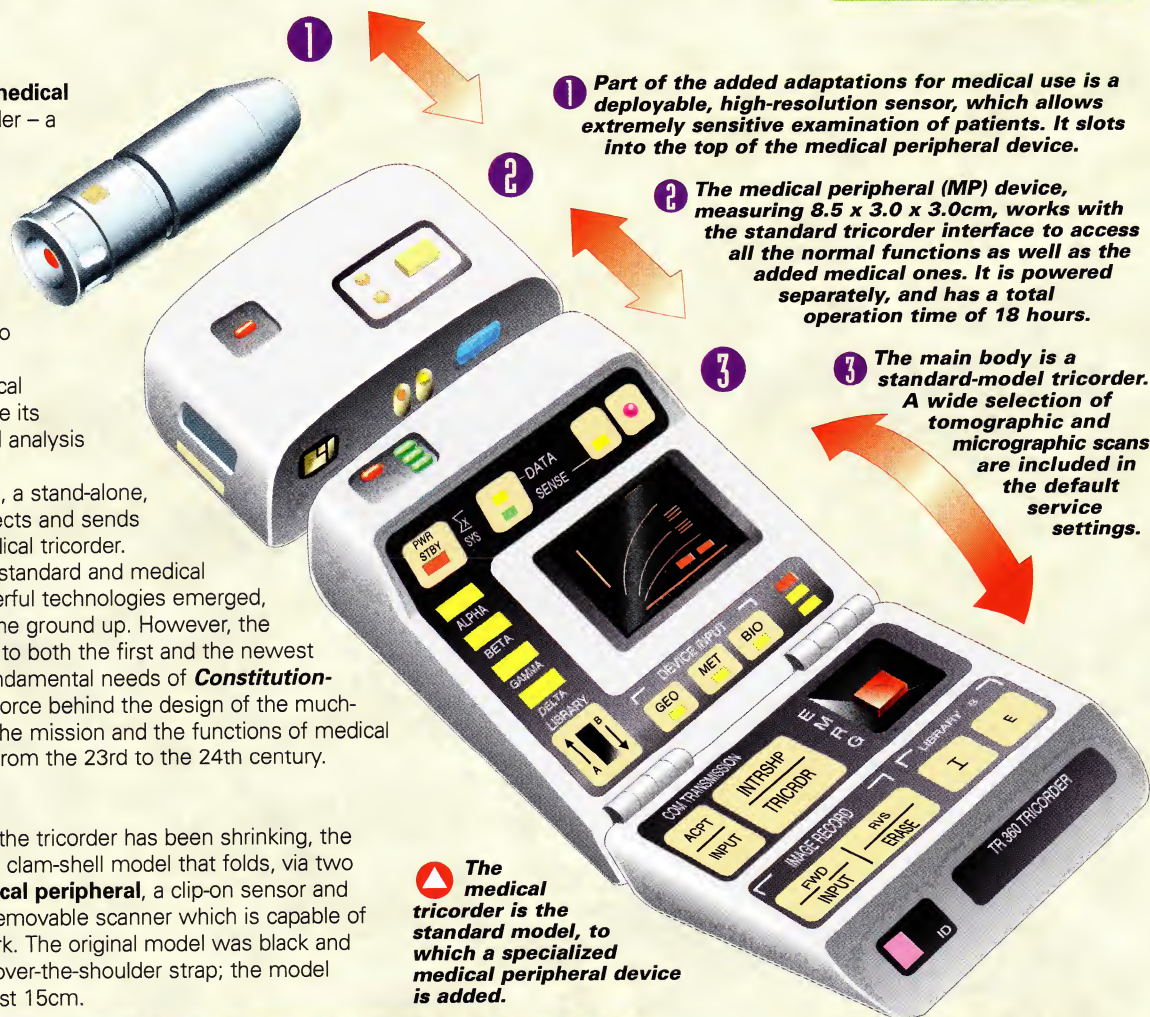
Although the size and weight of the tricorder has been shrinking, the current medical tricorder is the first clam-shell model that folds, via two hinges, for convenience. The **medical peripheral**, a clip-on sensor and processing device, also houses a removable scanner which is capable of extremely detailed and precise work. The original model was black and rectangular and was carried by an over-the-shoulder strap; the model shown here has a total length of just 15cm.

OTHER CARDS IN THIS FILE...

- 2 BIOBED
- 3 HYPOSPRAY
- 4 MEDICAL KIT

SEE OTHER FILES...

THE HOLOGRAPHIC DOCTOR.....File 56
DR. BEVERLY CRUSHER.....File 43
DR. JULIAN BASHIR.....File 43



The high-resolution scanner can be removed from the rest of the tricorder for convenience. Here, it is also possible to see the slot on the top of the medical periphery into which the scanner fits.



Information recorded by the scanner is immediately processed and displayed on the tricorder's computer screen, without the need to reattach the scanner first. This allows for instantaneous diagnosis.



The medical tricorder also contains information on many of the non-human races known to the Federation, making the instrument equally effective for treating other life forms, such as Cardassians.

Medical Tricorders

Sensors

In all medical tricorders, sensors detect objects directly in their path to produce information on the body's overall processes, including electromagnetic conditions, organ functions, and dangerous organisms. The more powerful the sensors, the more detailed the data. The 23rd century model only has sensors situated at the top of the unit. The 24th century medical tricorder coordinates 86 electromagnetic devices that are installed in its internal frame, exterior sides, and exterior top.

While all medical tricorders allow manual adjustments to system settings and scanning focus, users of the original models were required to turn tiny knobs on the front of the unit. Touch-sensitive buttons covering the face of the unit have long replaced the mechanical knobs. The current unit also responds to voice commands.

Storage

An additional advantage of current technology is the vastly expanded retrievable data and storage capacities. Early models could only integrate eight play/record disks that were inserted into the front of the unit – lights indicated which disk was being accessed. Current medical tricorders are outfitted with 14 nickel carbonitrium crystal wafers, three isolinear optical chips, and an interchangeable library chip. In practical terms, this means a medical tricorder contains complete medical data for humans and most humanoid types, plus info on 217 DNA-based species of non-humanoids.

Communications

One major addition to the medical tricorders has been the installation of multi-tasking communications – the modern

medical tricorder and **communicator badge** have much in common. Both employ **sarium krellide** crystals for power, and can transmit data to and from the ship's computers as long as the ship is within range. The medical tricorder also has full access to the ship's medical computers – even during away missions. Further, when utilized on the ship, the medical tricorder can also tie into computers from other fields.

Easy access to the ship's computers have fundamentally changed how and when the medical tricorder is used. Previously, doctors relied on medical tricorders only when separated from sophisticated sickbay equipment. 24th century doctors classify the medical tricorder as a fundamental tool. Both the first line and last line of defense, it saves the lives of **Starfleet** personnel every day.

Hand scanner

At times, all versions of medical tricorders need a boost from a hand-scanner – a device no larger than a small salt shaker. This close-range scanner uses its power to generate readings more finely-tuned than are possible with the wider-ranging sensors on the medical tricorder itself.

The old tubular-shaped hand scanners gather data with sensors protected by a tiny mesh screen at one end. At the other end, results are presented in a miniature version of the readings found above ancient biobeds.

Information from the modern hand scanner – and its 86 embedded high-resolution devices – is automatically sent to the medical tricorder and integrated with results already collected. By combining both sets of data, analysis is far more accurate, an advantage for both the doctor and the patient.

A LIFE-SAVING DEVICE IN THE PALM OF YOUR HAND

Even with the medical periphery device attached, the tricorder can still be folded to make a neat, compact package.

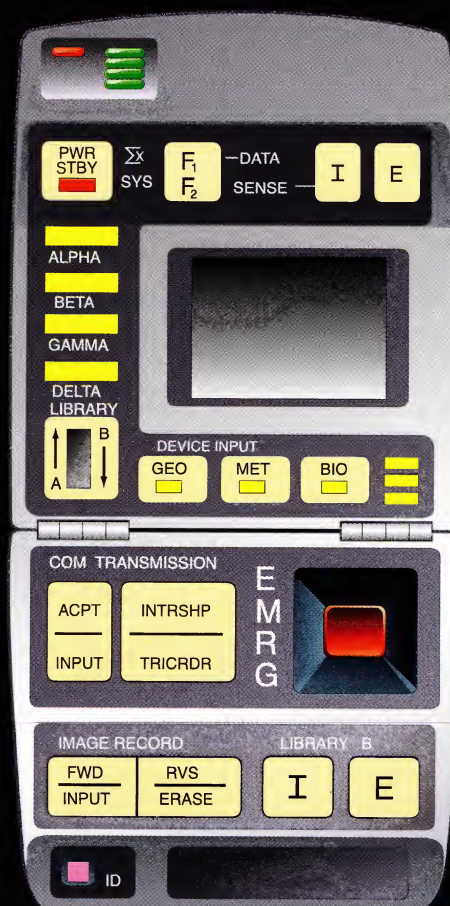


The medical periphery device is attached to a standard model tricorder, which maintains all the functions generally available for non-medical uses.

For such an important and intricate device, the medical tricorder is extremely light and convenient to carry. The addition of the medical periphery, which has a weight of 80g, brings the overall weigh of the medical tricorder to only 430g. Like the standard model, the case is constructed of micromilled duranium foam.

Early models were much bulkier and more unwieldy, and were carried in black shoulder-bags. Like the standard tricorder, modern versions can be folded to an even smaller size via two hinges in the middle of the main section. Even when fully extended, the length of the medical tricorder is only 15cm.

The detachable hand-held scanner fits into a slot in the top of the medical periphery device.





FILE 68 STAR TREK: The Original Series

'The Man Trap'

The crew of the *U.S.S. Enterprise NCC-1701* arrives at Planet M-113 expecting a routine mission — a medical check-up for a team of archeologists. But soon a crewman is dead, and Captain Kirk must save the others from a deadly creature capable of disguising itself at will.

CAPTAIN'S LOG STARDATE: 1513.1

"... Ship's surgeon Dr. McCoy and myself are now beaming down to the planet's surface. Our mission: routine medical examination of archeologist Robert Crater and his wife, Nancy. Routine but for the fact that Nancy Crater is the one woman in Dr. McCoy's past."

The *U.S.S. Enterprise NCC-1701* arrives at planet **M-113** to provide medical examinations for archeologists **Robert and Nancy Crater**.

Nancy is an old flame of **Dr. McCoy's** and, to his amazement, she doesn't appear to have aged a day in 10 years. But strangely, she looks different to everyone who sees her. The *Enterprise* crew don't realize it, but the real Nancy is dead — killed by the last surviving creature native to the planet. Robert Crater has befriended the creature, which has the ability to adopt shapes drawn from the minds of others.

While exploring the planet's surface a crewman is killed — apparently by biting a poisonous plant. However, back on the *Enterprise*, McCoy's autopsy shows that all the salt has been removed from his body.

Captain Kirk suspects that there is a hostile creature on the planet, and asks the Craters to beam up to the *Enterprise*. But Dr. Crater hides, and Nancy cannot be found.

Danger on the ship

The landing party returns to the ship, and continues to search for the Craters from orbit. Taking the form of another murdered crewman, the creature beams up to the ship in search of new victims.

Kirk orders a security alert and has piles of salt set out as bait. But the creature is able to resist, and disguises itself as Dr. McCoy.

Finally, the alien miscalculates by attacking **Mr. Spock**, whose **Vulcan** blood salts are incompatible with its needs. In desperation, the creature once again takes on the form of Nancy Crater, and appeals to Dr. McCoy for help.

Thinking that Kirk has come to kill Nancy, McCoy tries to protect the creature until Spock attacks and forces it to reveal its true form. Only then is McCoy able to bring himself to kill it, despite the anguish he feels at having to shoot what appears to be the woman he once loved.

ON SCREEN...



1 The *STARSHIP ENTERPRISE* crew beam down to the planet to carry out a routine task, and Dr. McCoy is looking forward to catching up with an old friend.



2 To McCoy's eyes Nancy Crater seems young and beautiful, but Kirk sees her as an older woman. She appears differently to everyone who looks at her.



3 The M-113 creature is the last of its kind. Desperate to survive, it uses its hypnotic powers to deceive the crew.



4 On the *STARSHIP ENTERPRISE*, the creature disguises itself as a crewman but cannot resist salt.



5 McCoy is horrified when Spock urges him to shoot Nancy — how can he kill the woman who meant so much to him?



6 When the M-113 creature attacks Kirk, McCoy finally fires his phaser, revealing it in its true form.

STARSHIP FACTS



When the *Starship Enterprise* arrives in 2266, Robert Crater has been on M-113 for five years. He and Nancy were studying the ruined remains of an ancient civilization.



'The Naked Time'

In orbit around a dying planet, the crew of the *U.S.S. Enterprise NCC-1701* discover the bodies of a science team, apparently driven mad by an unknown force. As his own crew begin to behave irrationally, **Captain Kirk** must find a way to save his ship.

CAPTAIN'S LOG

STARDATE: 1704.2

"Our position: orbiting Psi 2000, an ancient world now a frozen wasteland about to rip apart in its death throes. Our mission: to pick up a scientific party below and observe the disintegration of the planet."

The *U.S.S. Enterprise NCC-1701* is assigned to observe the break-up of the planet **Psi 2000**, and to retrieve the science team that is based there. When sensors show that the scientists are dead, **Mr. Spock** and **Crewman Joe Tormolen** beam down to investigate. The science team seem to have been behaving strangely – one of them was taking a shower with his clothes on when he died. As Joe looks around he unknowingly contracts a virus.

Spock and Joe return to the *Enterprise*. The **tricorder** tapes show that the station personnel had been acting irrationally, but offer no explanations as to why.

Strange behavior

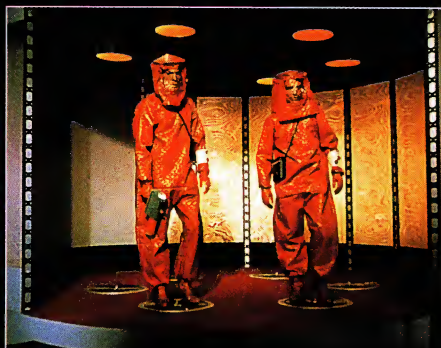
In the mess hall, Joe threatens himself with a knife. **Sulu** and **Kevin Riley** disarm him, but Joe is stabbed during the struggle and rushed to sickbay. Sulu and Riley return to the bridge, feeling slightly odd.

For no apparent reason, Joe dies in sickbay. Meanwhile, more crewmen begin to behave unusually. Sulu terrorizes the crew with a sword and, more seriously, an apparently drunk Riley takes over the ship from main engineering. Unless Riley comes to his senses, the *Enterprise* will be destroyed when the planet disintegrates.

Dr. McCoy races to find a cure, while **Mr. Scott** cuts through the bulkhead to reach main engineering. The madness spreads rapidly, even affecting Spock. Realizing that the cause is a virus, transmitted through perspiration, McCoy develops a cure.

Entering main engineering, Kirk and Scotty find Riley has shut off the engines. Kirk risks a controlled implosion of cold matter and antimatter – a maneuver never tried before. The maneuver is successful, and the *Enterprise* escapes the pull of the planet's gravity. Velocity and engine power go off the scale and, as an unexpected side effect, the *Enterprise* travels 71 hours back in time.

ON SCREEN...



1 Because the research station's life support system has been switched off, Spock and Tormolen beam over in environmental suits.



2 Without the protection of his gloves, Tormolen is exposed to the virus. But he has no way of knowing that he has been infected.



3 Sulu has always seen himself as a swashbuckler and now, infected with the Psi 2000 virus, there is nothing to hold him back.



4 With all her inhibitions removed, Nurse Chapel can't stop herself from telling Mr. Spock how much she loves him.



5 In engineering, Riley proclaims himself Captain and orders extra ice-cream for all the crew.



6 Scotty is determined to find a way into main engineering, where Riley is doing untold damage.

STARSHIP FACTS

Although the *Starship Enterprise's* short journey back in time is an apparently harmless side effect, it constitutes the first successful example of time-travel recorded by a Federation vessel.



'The Phage'

After discovering a planet seemingly rich in trilitium crystals — a vital power source for the starship — Commander Chakotay leads an away team to recover the vital fuel. But Neelix is attacked, and the *U.S.S. Voyager* crew find themselves faced with some difficult decisions.

'THE PHAGE'

"The infuser will keep his oxygen levels stable for the next hour or so, but after that he'll die. His lungs have been removed."

—The Doctor

When Neelix is attacked on an away mission, his injuries prove to be extremely serious — in sickbay, the **Holographic Doctor** announces that his lungs have been removed. None of the other crew have similar enough biology for a transplant, but the doctor theorizes that a holographic copy of Neelix's lungs can be used as a substitute until his real organs can be found and reinserted. However, the surgery leaves Neelix effectively paralyzed, as the slightest movement will affect the program.

Hard choices for Captain Janeway

Captain Janeway leads an away team back down to the planet to search for the missing lungs. In what seems to be an organ repository, they encounter another alien who, though he manages to escape, drops his handgun. The instrument appears to be a medical scanner, organ transporter and stun-gun combined.

Sensors soon pick up an unidentified ship. The *U.S.S. Voyager NCC-74656* gives chase, locks onto the ship and beams its occupants — two mutilated aliens — on board. The aliens explain that they are **Vidians**, plagued for over 2,000 years by an incurable virus called **The Phage**, which destroys their bodies. They are forced to steal organs from other species, which they can then adapt for themselves, in order to survive. They try to take only from the dead, but they stole from Neelix in an emergency — and returning his lungs will result in the death of the alien who has them now.

Janeway decides she cannot take a life for a life and so, reluctantly, she sets the Vidians free. In response, the aliens offer to check Neelix to see if there is anything they can do. Thanks to their highly advanced medical technology, they can modify anyone's existing lungs to accommodate Neelix's needs. Kes volunteers one of her lungs and the Vidians restore Neelix to perfect health.

ON SCREEN...



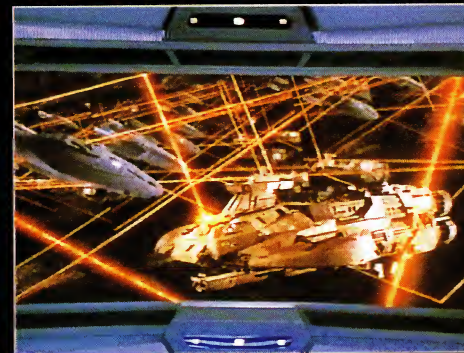
1 Searching for trilitium crystals, Neelix inadvertently wanders into the path of an alien attack when his tricorder registers a mysterious life form in a rock wall.



2 The away team beam down to what appears to be an organ repository. They find body parts from a variety of species, but there is no sign of Neelix's lungs.



3 A holographic copy of Neelix's missing organs will keep him alive, but he is effectively paralyzed as any movement will disrupt the program.



4 The *U.S.S. VOYAGER* follows the alien ship into what appears to be a hall of mirrors, and uses beams of light to determine what is real and what is reflection.



5 The Vidians, infected with **The Phage** — a virus which destroys their bodies — are forced to steal from others to survive, adapting body parts for their own use.



6 Although Neelix's lungs cannot be returned, advanced Vidian technology will allow him to receive a transplant from an otherwise incompatible species.

STARSHIP FACTS

A This is the crew of *U.S.S. Voyager's* first encounter with the deadly Phage — though it will not be the last. Vidian ships plague large areas of the Delta Quadrant.

'The Cloud'

As the crew of the *U.S.S. Voyager* start to come to terms with their situation, the search continues for the precious fuel that they need to get home. For Captain Janeway there is an even more personal quest — a search for coffee.

After trying a strange concoction prepared by Neelix, Captain Kathryn Janeway is left in little doubt that one of the most pressing matters is to find extra fuel — at present supplies are too low to waste on luxuries such as replicated real coffee. She is also trying to get on more familiar terms with her crew, but her attempts leave everyone feeling rather awkward, as captains are expected to maintain a distance.

The meal is interrupted when the *U.S.S. Voyager NCC-74656* encounters what appears to be a large nebula which, according to the sensors, contains a supply of omicron particles — a potential source of energy to power both the ship and its replicators. But, as the ship enters the cloud, the crew soon find themselves under some kind of attack, and are forced to use one of the *Voyager's* precious photon torpedoes to break free.

Repairing the damage

After safely exiting the nebula, the crew discover that it is actually a massive floating life form, and that in firing the photon torpedo the ship has inadvertently injured the creature. Janeway decides that they must fly back into it and try to repair the damage. The *Voyager* re-enters the cloud and closes in on the breach caused by the torpedo. Torres and the Holographic Doctor figure out a way to regenerate the tissue surrounding the hole and, by using the *Voyager* as a kind of surgical stitching, they repair the damage before once again flying out of the creature.

The ride has been bumpy, but the *Voyager* is still in one piece, and Harry Kim plucks up the courage to break the ice with his captain — inviting her to the holodeck. As she enters a tavern program created by Tom Paris, she discovers all of the ship's main bridge crew enjoying a game of pool. After pretending to be confused by the rules, and asking Chakotay to explain things to her, she breaks ... and immediately cleans up.

CAPTAIN'S LOG STARDATE: 48548.2

"Our journey home is several weeks old now, and I have begun to notice in my crew and in myself a subtle change as the reality of our situation settles in. Here, in the Delta Quadrant, we are virtually the entire family of man. We are more than a crew and I must find a way to be more than a captain to these people. But it's not clear to me exactly how to begin ..."

ON SCREEN...



1 Sensors indicate that a cloud-like nebula contains omicron particles — which can be used to power both the ship and the replicators.



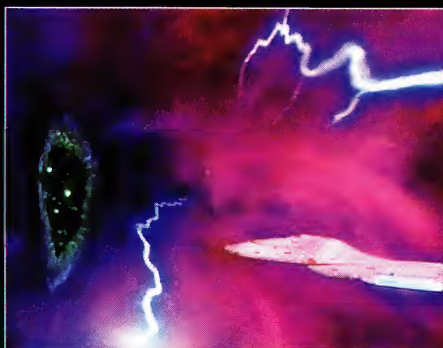
2 The strange concoctions Neelix produces in his kitchen are not to everyone's taste.



3 When the *U.S.S. VOYAGER* comes under attack inside the nebula, Janeway is forced to fire precious photon torpedoes to facilitate escape.



4 Analysis of matter scraped from the outside of the ship suggests that the nebula is actually some kind of living creature.



5 Back inside the nebula, the ship is able to repair the damage caused by their attack and 'heal' the creature. But their quest for omicron particles has failed.



6 Inside the holodeck, Captain Janeway proves to be an excellent pool player — immediately joining the ranks of the holodeck 'sharks'.

STARSHIP FACTS

Firing the photon torpedo reduces the *U.S.S. Voyager's* complement to just 37. Without access to a Starbase, there appears to be no way that the torpedoes can be replaced.

'STAR TREK GENERATIONS' Part 4

The *U.S.S. Enterprise NCC-1701-D* has left the Amargosa Observatory seconds before the shock waves of the destroyed star can annihilate the ship. Soran is now aboard the Duras Sisters' *Bird-of-Prey*, about to finish a deal that will guarantee his immortal happiness.

SEE OTHER FILES...

STAR TREK:	
THE MOTION PICTURE.....	File 72
STAR TREK II:	
THE WRATH OF KHAN.....	File 73
STAR TREK III:	
THE SEARCH FOR SPOCK.....	File 74
STAR TREK IV:	
THE VOYAGE HOME.....	File 75
STAR TREK V:	
THE FINAL FRONTIER.....	File 76
STAR TREK VI:	
THE UNDISCOVERED COUNTRY.....	File 77
STAR TREK: FIRST CONTACT.....	File 79

Soran is welcomed aboard by **B'Etor**, but – angry about the **Romulan** attack on the observatory that almost cost him his **trilithium** – he knocks her across the bridge. The **Klingon** crew moves on Soran, but B'Etor stops their assault, and instead seductively rubs the blood from her lip onto his mouth. **Lursa** interrupts, exulting about their new weapon of unlimited power. Soran reminds her that he has the weapon, not them, so they should be more careful in protecting him.

B'Etor, rash as always, presses a blade to Soran's cheek, but he remains unfazed. Without his guidance, their precious trilithium is worthless, as are their plans to conquer the **Klingon Empire**. Lursa pushes her sister's knife aside. Soran tells them to head for the **Veridian System** and Lursa growls the command to the helmsman.

Explaining the Nexus

Meanwhile, **Dr. Beverly Crusher** briefs **Commander Riker** and **Lieutenant Commander Worf** on Soran's **El-Aurian** background. She notes that when the **Lakul** transport ship was destroyed by an energy ribbon, 80 years ago, Soran was rescued by the *U.S.S. Enterprise NCC-1701-B* along with **Guinan**. **Captain Picard** pays a visit to Guinan's quarters and asks her to recall the incident. She reluctantly tells him that the energy ribbon was actually a doorway to the **Nexus**. Being in the Nexus, she says, was like being "inside joy." She was never so content – and never so unhappy as when she was ripped away from it. It took her decades to accept that she would never return. Soran, however, may still be obsessed with getting back, and willing to destroy anything in his way to achieve that aim. Guinan warns Picard that if he pursues Soran into the Nexus, he won't want to come back either.

Data joins Picard to explain the physics of the energy ribbon, and the gravitational forces caused by the Amargosa star's destruction. Picard asks Data to determine the future path of the energy ribbon, and how Soran could possibly be using it. But Data is overwhelmed by remorse at his failure to rescue **Geordi**. He no longer wants these emotions, but the chip has fused with his neural net, meaning that it cannot simply

ON SCREEN...



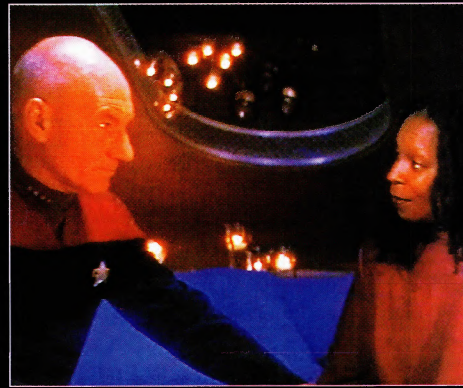
1 B'Etor, after receiving Soran's backhand, rubs her blood onto Soran's lip. She later threatens him with a knife.



2 Soran has the upper hand with the scheming Duras sisters. He's the only one who knows the secrets of trilithium.



3 Dr. Crusher informs Worf and Riker of Soran's rescue by the *U.S.S. Enterprise NCC-1701-B*, 80 years ago.



4 Guinan recounts her experiences from within the Nexus. She informs Picard that, if he enters, he will not want to leave.



5 Taken as a hostage, Geordi finds himself on the *BIRD-OF-PREY*, being forced to reveal his knowledge of trilithium to Soran.



6 Data and Picard, in Stellar Cartography, try to ascertain the exact heading of the Nexus – and where Soran plans to send it.

STAR TREK GENERATIONS Part 4

be removed. He pleads with Picard to deactivate him. Sympathetically, but sternly, Picard refuses. He tells Data to learn to control his feelings, and orders him to perform his duty as a **Starfleet** officer.

Heading for Veridian III

Data returns to the task at hand, and with his help Picard realizes that Soran is actually manipulating the course of the energy ribbon by destroying solar stars in its path, directing it to intersect with the planet **Veridian III**, where he will ride the ribbon into the Nexus. Realizing they must prevent Soran from destroying the Veridian sun, which will doom all planetary life in its system, Picard orders the *Enterprise* to make for the Veridian System at maximum warp.

As the Klingon ship reaches Veridian III's orbit, Soran offers the sisters the data to create their very own trilitium weapon – provided he is safely transported to the surface. Just then, the *Enterprise* interrupts them and Picard demands the return of his chief engineer. He tells them they must leave this system immediately and threatens to destroy any weapon launched into the Veridian star.

Soran tells the Duras sisters to eliminate the *Enterprise*. Realizing they are no match for the **Federation** flagship, but desperate not to lose their weapon, Lursa and B'Etor beam Soran to the planet – and use Geordi as a hostage. They hail the *Enterprise*, and Picard demands that Geordi be released. When the sisters request something in return, Data asks to be traded for Geordi. Picard offers himself instead – provided they first beam him to the surface to speak with Soran.

Relishing the idea of a Starfleet captain as a prisoner – especially one as respected as Picard – Lursa and B'Etor eagerly accept.

Beam out

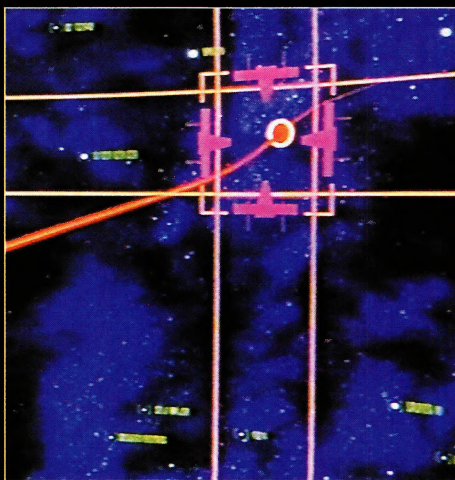
Captain Picard steps onto the transporter pad and beams down to the planet while Geordi beams to the *Enterprise* in exchange. Geordi slumps to the ground, exhausted due to his physical torture at the hands of Soran. He is examined by Dr. Crusher with her medical tricorder – unaware that everything in his sight will soon be beamed direct to the Klingon ship's monitors, via a camera built into his VISOR by his captors.

STARSHIP FACTS

Trilitium is a compound with powerful potential – it is a nuclear inhibitor capable of halting the fusion within a star. In the wrong hands it can be used to destroy whole stars.

The pull of the Nexus is so strong that Dr. Soran is willing to see billions of people die just so he can return to the feeling described by Guinan as being “inside joy”.

ON SCREEN...



7 Data and Picard calculate that the Nexus will destroy the Veridian sun and its system's inhabitants – if Soran can manipulate its path to his specifications.



8 Soran modifies Geordi's VISOR in order to provide visual access to the technology aboard the **STARSHIP ENTERPRISE**. This valuable knowledge goes straight to the Duras sisters.



9 Soran offers the Duras sisters the necessary data they so lust for – a weapon based on trilitium, so powerful they could take over the Klingon Empire.



10 The **STARSHIP ENTERPRISE** arrives and makes contact with the Klingon ship. Picard informs them he will prevent any attempt to destroy the Veridian star.



11 The Duras sisters negotiate with Picard for the release of Geordi – Data is visibly relieved upon hearing the news that his friend is still alive. The sisters don't wish to upset Soran, but agree to exchange their captive for the Starfleet Captain.

A continued

aphasia virus

A pathogen developed by the scientist **Dekon Elig** for use by the **Bajorans** as a terrorist weapon against the **Cardassians**. Both food- and airborne, the organism initially infects the host's temporal lobes, causing disordered communication skills. If left untreated, it eventually reaches the nervous system, resulting in coma and death. (Starship Log: 'Babel' [DS9]) **SEE FILE 70**

aphasia

The general name for any dysfunction of the brain's communication regions and the resulting loss of coherent speech skills. The populace of **Deep Space Nine** was infected by a viral aphasia in 2369 that prevented the sufferers from processing or recognizing normal aural and visual impulses. (Starship Log: 'Babel' [DS9]) **SEE FILE 70**

Apnex Sea

This ocean on the planet **Romulus** was in close proximity to the defecting **Romulan Admiral Alidar Jarok's** home. (Starship Log: 'The Defector' [TNG]) **SEE FILES 12, 49, 69**

Apollinaire, Dr.

A doctor at the Sisters of Hope Infirmary, located in San Francisco on Earth, during the 1800s. The good doctor was known for his lack of grace and diplomacy, especially in his dealings with nurses. (Starship Log: 'Time's Arrow', Part II [TNG]) **SEE FILE 69**

Apollo-class starship

A category of Federation starships. The **U.S.S. Ajax** and the **U.S.S. Agamemnon** are **Apollo-class** vessels. 'Apollo' was also the name for Earth's moon expedition program, conducted by the United States in the late 20th century. (Starship Log: 'Tapestry' [TNG], 'Descent' [TNG]) **SEE FILES 31, 69**

Apollo

A being worshipped by Greek humans in the 7th-century B.C.E. as the god of prophecy, music, medicine, and poetry, and as the sun deity. Apollo left Earth and settled on Pollux IV; in 2267, he seized the **Enterprise** crew with the unrealized hope they would venerate him as their ancient predecessors had. (Starship Log: 'Who Mourns for Adonais' [TOS]) **SEE FILE 68**

Appel, Ed

The Chief Processing Engineer in the mining colony on **Janus VI**, he was one of the defenders of the settlement against the **Horta** life form, prior to a peaceful understanding being reached between it and the humans. (Starship Log: 'The Devil in the Dark' [TOS]) **SEE FILES 7, 68**

April, Captain Robert T.

The original captain of the **U.S.S. Enterprise**, who commanded the ship on its maiden five-year mission, beginning in 2245. He was replaced first by **Captain Christopher Pike** and then by **Captain James T. Kirk**. **SEE FILE 20**



Shortly before his death, the leader of the **High Council**, **K'mpec**, made **Captain Jean-Luc Picard** his **Arbiter of Succession**. In this role Picard installed **Gowron** as the new head of the council.

aqueduct

A system of pipelines and artificial channels used to deliver water to population centers and irrigate agricultural lands. Humans on Earth have had such systems for over 4,000 years, and the planet **Bajor** had an aqueduct network as late as 2369. (Starship Log: 'Birthright', Part I [TNG]) **SEE FILES 10, 69**

Aquino, Ensign

A member of the **Deep Space Nine** crew who was murdered when he interrupted the assassin **Neela** during her unsuccessful attempt to kill **Vedek Bareil** in 2369. (Starship Log: 'In the Hands of the Prophets' [DS9]) **SEE FILES 47, 70**

Arbazan

Member race in the **Federation**. Their ambassador, **Taxco**, was insulted by **Ambassador Vadosia's** inference that the Arbazan repress their sexual drives, which occurred during an investigation of the **Bajoran wormhole** at **Deep Space Nine**. (Starship Log: 'The Forsaken' [DS9]) **SEE FILE 70**

Arbiter of Succession

The individual responsible for overseeing the **Klingon Rite of Succession**, which determines who will rule as head of the **Klingon High Council**. The position need not be filled by a Klingon, even though the Arbiter is often required to rule on disputes, as occurred when **Captain Picard** served in the role following the death of **K'mpec** in 2367. (Starship Log: 'Reunion' [TNG], 'Redemption', Part I [TNG]) **SEE FILES 11, 43, 69**

arch

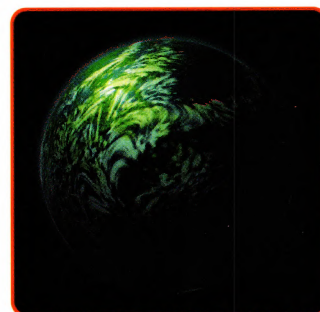
The boundary opening on the **Enterprise-D** holodeck, through which crew members can move between the illusory world of the simulation and the substantive world of the ship. The arch can be concealed in order to completely contain the holodeck, although it becomes visible on command. (Starship Log: 'Elementary, Dear Data' [TNG]) **SEE FILES 25, 59, 69**

aphasia virus
aphasia
Apnex Sea
Apollinaire, Dr.
Apollo-class starship
Apollo
Appel, Ed
April, Captain Robert T.
aqueduct
Aquino, Ensign
Arbazan
Arbiter of Succession
arch

Archanis
Archanis IV
archeology
Archer IV
Archer IV (alternate)
Archon, U.S.S.
Archons
Arcos U.S.S.
Arcturian Fizz
Arcybite
Ardana
Ardra
Argelians
Argelius II
argine
Argolis Cluster



The arch on the holodeck can be accessed by voice command to end or modify the holodeck program. It can also relay personal messages.



The planet Bajor, like Earth, has a network of aqueducts to carry water to its inhabitants for drink and irrigation purposes.



Archanis Helmsman Sulu used this star to help navigate the *Enterprise* after it had been hurled through the galaxy by the **Metrons** in 2267. (*Starship Log: 'Arena'* [TOS]) **SEE FILES 3, 68**

Archanis IV The research outpost where **Ensign Pavel Chekov** claimed his illusory brother **Piotr Chekov** was murdered by **Klingons**. (*Starship Log: 'Day of the Dove'* [TOS]) **SEE FILES 3, 43, 68**



▶ **Ensign Pavel Chekov, under the influence of the Beta XII-A entity, claims the Klingons killed his brother on Archanis IV.**

archeology The study of past civilizations, through the recovery and analysis of material evidence, such as graves, buildings, tools, and pottery, remaining from expired cultures. **Captain Picard** studied the **Iconians** as an **Academy** student, and has continued to be interested in the subject. (*Starship Log: 'Contagion'* [TNG]) **SEE FILES 6, 69**

Archer IV The destination of the *Enterprise-D* before its encounter with the *Enterprise-C* in the alternate timeline. (*Starship Log: 'Yesterday's Enterprise'* [TNG]) **SEE FILES 3, 69**

Archer IV (alternate) The planet where the **Klingons** suffered a defeat against the **Federation** in the alternate universe the *Enterprise-C* fell into after a photon torpedo explosion in 2344 caused a temporal rift in space. (*Starship Log: 'Yesterday's Enterprise'* [TNG]) **SEE FILES 3, 69**

Archon, U.S.S. An early **Starfleet** craft that vanished near **Beta III** in 2167, after being forced from its orbit by the **Landru** computer. The *Archon's* crew were assimilated into Beta III's **Body** population. (*Starship Log: 'Return of the Archons'* [TOS]) **SEE FILES 18, 68**

Archons After being absorbed by **Beta III** society, the **Federation** crew of the **U.S.S. Archon** were known as 'Archons'. Like the rest of the inhabitants, their individualism was curtailed by the computer **Landru**, resulting in a placid yet uncreative society. (*Starship Log: 'Return of the Archons'* [TOS]) **SEE FILES 18, 68**

Arcos, U.S.S. This **Starfleet** cargo ship exploded in 2367 after an antimatter containment breach of the warp drive. The crew were able to escape to the planet **Turkana IV**, where they became prisoners of the **Alliance** faction. (*Starship Log: 'Legacy'* [TNG]) **SEE FILE 18, 31, 69**

Arcturian Fizz A libation capable of intensifying arousal and gratification. **Lwaxana Troi** offered to mix one for **DaiMon Tog** whilst held captive on his ship. (*Starship Log: 'Ménage à Troi'* [TNG]) **SEE FILES 7, 69**

Arcybite A planet in the **Clarus System** on which the **Ferengi, Nava**, took control of the refineries, resulting in his receiving kudos from **Grand Nagus Zek** in 2369. (*Starship Log: 'The Nagus'* [DS9]) **SEE FILES 3, 70**

Ardana A member of the **Federation**, this **Class-M** planet is where the *Enterprise* went to receive a delivery of **zenite** in 2269. The shipment was held up by a conflict between the wealthy residents of **Stratos** and the workers. (*Starship Log: 'The Cloud Minders'* [TOS]) **SEE FILES 3, 68**

▶ **Ardra is meant to return to Ventax II after 1,000 years to collect on her debt. However, the female who tries to impersonate Ardra is revealed as a fraud.**

Ardra According to the theology of **Ventax II**, Ardra was a mythic being from the distant past who promised the population a thousand years of prosperity, followed by enslavement upon her return at the end of that epoch. In 2367, a female con-artist was unmasked by *Enterprise-D* personnel after deceiving the **Ventaxians** into believing she was the deity by using technology to mimic various phenomena believed to herald Ardra's return. (*Starship Log: 'Devil's Due'* [TNG]) **SEE FILE 69**



Argelians The hospitable and hedonistic inhabitants of planet **Argelius II**, who had abandoned their formerly brutal ways. The Argelians briefly held **Starfleet** chief engineer **Montgomery Scott** under suspicion of murder in 2267. (*Starship Log: 'Wolf in the Fold'* [TOS]) **SEE FILES 18, 68**

Argelius II The home planet of the humanoid **Argelians**, and the site of a strategically significant spaceport. (*Starship Log: 'Wolf in the Fold'* [TOS]) **SEE FILES 18, 68**

▶ **Montgomery Scott is falsely accused of murder on Argelius II, a planet so hospitable and pleasure-based that this unspeakable crime comes as a complete shock. An evil entity, Redjac, is later discovered to have murdered several women.**



argine Incendiary substance in the locator bomb that was part of the plot to assassinate **Quark** during his stint as **Grand Nagus**. (*Starship Log: 'The Nagus'* [DS9]) **SEE FILES 51, 70**

Argolis Cluster This partially-charted, unsettled region contains six solar systems, as well as the planet **Tagra IV**. A disabled **Borg** scout ship was discovered here in 2368. (*Starship Log: 'I, Borg'* [TNG], 'True-Q' [TNG]) **SEE FILES 3, 69**